PLAYSTATION 2 MAGAZINE

PSM2

PLAYING PS2 LONGER, HARDER, FASTER

ISSUE 53 ■ MAG+DVD ■ £3.99

STAR WARS BATTLEFRONT
'HANS-ON' EXCLUSIVE PLAY!

MORTAL KOMBAT
PSM2 'FINISH' THE NEW MK!

WINNING ELEVEN 8
THE JAPANESE PES4 REVIEWED!

grand theft auto San Andreas

Exclusive!

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MEET THE BIGGEST GAME IN THE WORLD...

future publishing
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OCTOBER 2004

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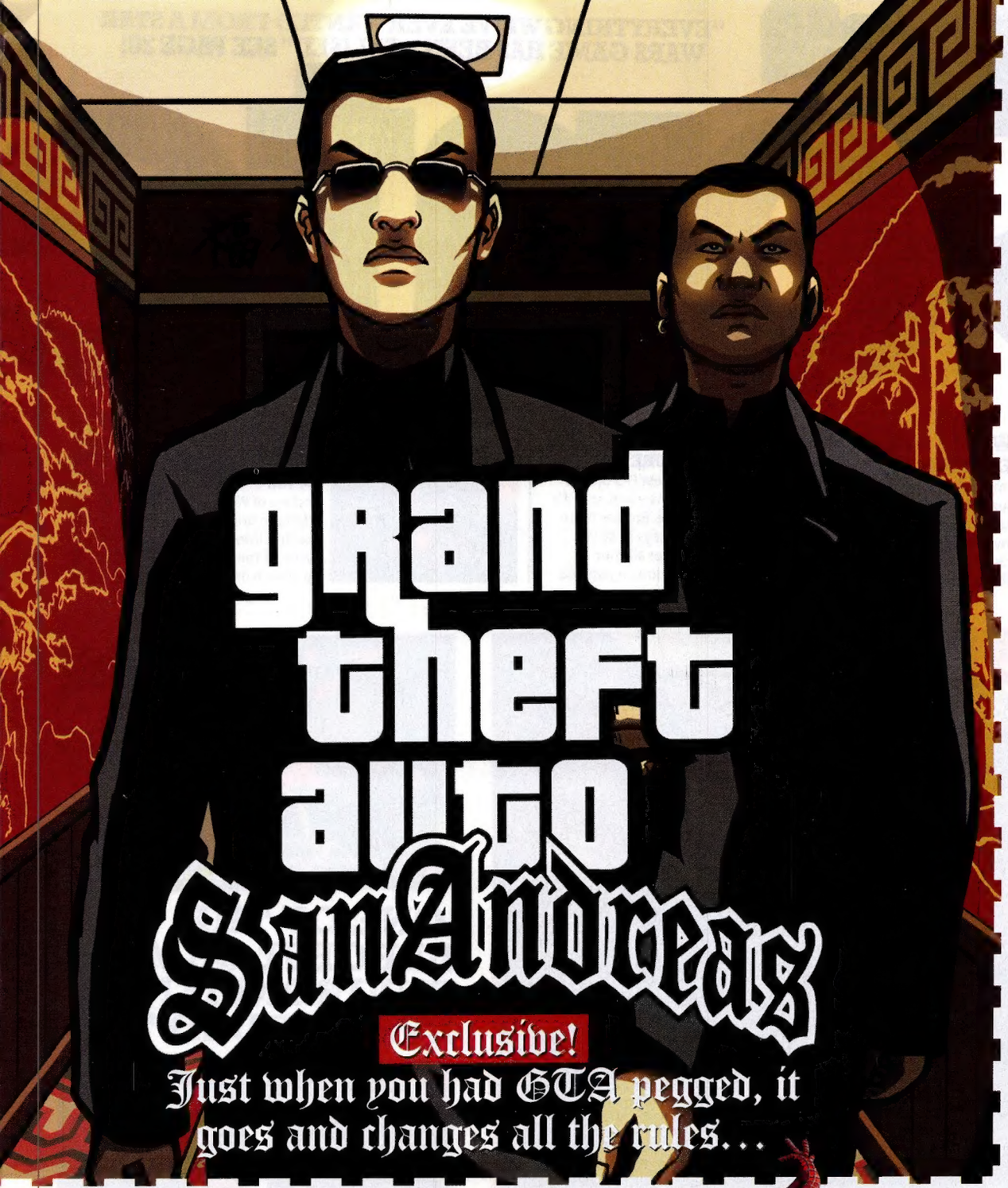

Exclusive!

Just when you had GTA pegged, it goes and changes all the rules...

Welcome to PSM2

Now this is more like it. We love it when a plan comes together. The seeds of another great year for PS2 are being sown right before your eyes. In the last month we've gone from burgeoning fertile soil to a mighty stout oak brimming with gaming acorns. OK. We'll stop now.

Fact is we've quite literally circumnavigated the globe this month – for fear of missing a thing. Off to see EA one minute, chilling with Activision the next. Pixar. Rockstar. Then typing like an infinite number of caffeine-drip-fed monkeys all the way home. We've endured the most stringent security known to man (the stuff we could tell you... but will have to save until next month...). We've risked beatings (both physical and mental) and PlayStation itself has had to endure a mauling at the hands of people who know nothing. We've made a few people very angry but an even greater number very happy indeed. This issue has been a true rollercoaster of love – but we'd do it all again.

From savouring every second of San Andreas to checking out the new PSM2 DVD for the first time, the scoops have never been bigger and the fives (and the stakes) have never been so high. So undress, take a bath, pour yourself a drink of your choice and feel the good PlayStation vibes right here. PS2 isn't about hate. This is love. It's all good, baby. Go with it.

ONLY PSM2 BRINGS YOU...

Accelerator:

- Scything, clag-stripped news, interviews and screens from the world's biggest games
- More hands-on verdicts than any other mag
- PSM2 takes you behind the scenes like no-one else can, or dares
- No bullshit opinion

Hands-On:

- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:

- The most in-depth, most detailed reviews out there
- Waffle-free opinion, buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:

- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Ultra Dojo – the only mag with a dedicated challenge arena

DVD:

- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voice-over
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.

We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.

PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.

We feature more screenshots than any other magazine.

We actually like games. Sometimes love. Sometimes hate. And sometimes... hurrr... well, y'know...

PSM2 – playing PS2 longer, harder, faster. Still.

"EVERYTHING WE'VE EVER WANTED FROM A STAR WARS GAME HAS BEEN REALISED" SEE PAGE 20!

Conte

20 STAR WARS: BATTLEFRONT
Massively multiplayer online action set in the Star Wars universe. We go undercover to see if it serves the movie legacy well. Find out...

44 TIMESPLITTERS: FUTURE PERFECT
The best FPS on PS2 returns – and now it's online. But are there monkeys in it? We answer all your question on page 44.

88 THE INCREDIBLES
We visit the armoured enclave of Pixar's studio to bring back the first info on the game of the soon-to-be-smash movie.

You want more?!
How about Viewtiful Joe (page 40), Shadow of Rome (page 40), FIFA 2005 (page 50), and Dynasty Warriors 4: Empires (page 68)?

PSM2 COVER GAME!

WORLD EXCLUSIVE!

GRAND THEFT AUTO: SAN ANDREAS

THE REAL INSIDE STORY

It's the big one. And only PSM2 has the amazing latest info on 2004's biggest game.

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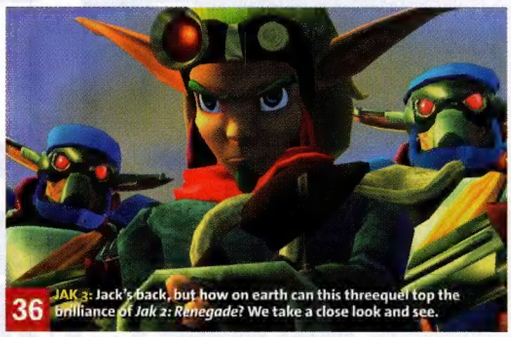

36 JAK 3: Jack's back, but how on earth can this threequel top the brilliance of *Jak 2: Renegade*? We take a close look and see.

"ONE OF THE LARGEST GAME ENVIRONMENTS EVER CODED"

46 GOLDENEYE: We play the game and tell all. Fact!

48 PRINCE OF PERSIA 2: Great. But is it good enough?

THIS MONTH IN

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The place with the hottest PS2 stories, news from developers, insider gossip and release info.

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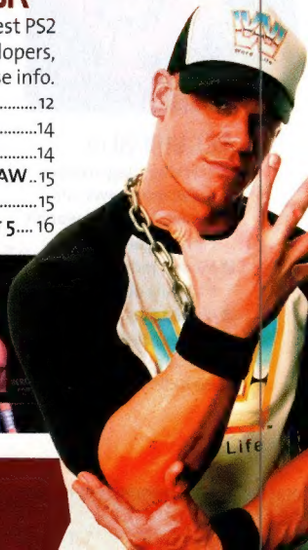

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OVER 2HRS OF PRIME TIME PS2!

TURN OVER NOW FOR FULL DETAILS OF YOUR FREE DVD

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

GET OVER HERE!

MORTAL KOMBAT

We go hands-on with MK: Deception! Plus literally everything you ever wanted to know about every Mortal Kombat... EVER!

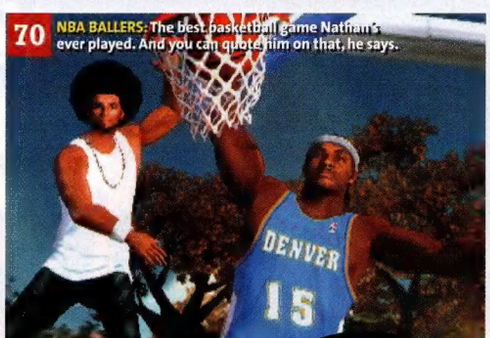
54

66 **WINNING ELEVEN 8:** First review of the astounding PES predecessor. Meet the game that will be PES 5.

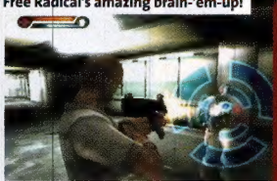
MENTAL! ▶ P62

SECOND SIGHT

First review of Free Radical's amazing brain-'em-up!



70 **NBA BALLERS:** The best basketball game Nathan's ever played. And you can quote him on that, he says.



74 **HEADHUNTER:** Bounty hunting, but on your PS2.

YOUNG ONE, DARE YOU ENTER THE ULTRA DOJO

THE BATTLE CONTINUES ON PAGE 108

76 **CRISIS ZONE:** Lightgun action from Namco.

PSM2 - THE WORLD'S GREATEST PS2 MAG!

36 HANDS-ON

Written by gamers for gamers. We've played every game we preview. And that's a promise.

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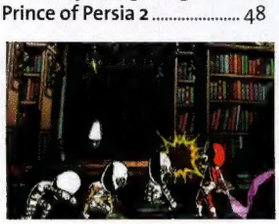

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PSM2 is 100% independent, which is why we have the *only* reviews you can trust!

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Crimson Sea 2 80
Ex Zeus 81
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Winning Eleven 8 82

100 PRO TIPS

You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

NBA Ballers 100
Catwoman 101
La Pucelle Tactics 101
Samurai Warriors 101
Spider-Man 2 102

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

OUR NEW LOOK DVD IS LOADED WITH GREATNESS!

Yes, it's finally here. PSM2's new, easier, cleaner, sexier DVD is here!

STAR WARS: BATTLEFRONT

Exclusive fresh new footage of the amazing SW battle-sim in action!

THIS MONTHS PSM2 DVD HIGHLIGHTS!

CALL OF DUTY: FINEST HOUR

Incredibly immersive battlefield action that'll leave you breathless.

TIMESPLITTERS: FUTURE PERFECT

See new footage of what could be the best multiplayer game ever.

COLIN MCRAE RALLY 2005

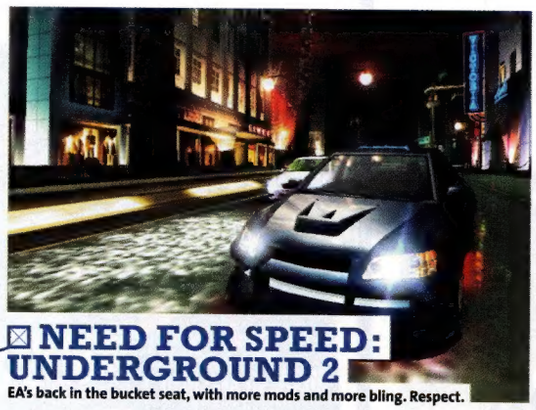
Attack rugged roads from snowy Sweden to the Australian outback.

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DVD VIDEO™

ALSO ON THIS MONTHS PSM2 DVD...



NEED FOR SPEED: UNDERGROUND 2

EA's back in the bucket seat, with more mods and more bling. Respect.

46 AMAZING GAMES!

They're all here. Including fresh-out-the-box LOTR: Third Age footage.

DEF JAM: FIGHT FOR NY

Witness the extreme violence and rude-boy attitude of this streetwise battler.

BURNOUT 3: TAKEDOWN

Your eyes will bulge at the sheer speed of this much-anticipated suicidal racer.

ACCELERATOR

All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

STAR WARS: BATTLEFRONT

- NEED FOR SPEED UNDERGROUND 2
- DEF JAM: FIGHT FOR NY
- BURNOUT 3: TAKEDOWN
- THE URBZ: SIMS IN THE CITY
- VIEWTIFUL JOE
- SHARK TALE

COMING SOON

The place to see exclusive footage from all the hot games of the future.

TIMESPLITTERS: FUTURE PERFECT

- COLIN MCRAE RALLY 2005
- TIGER WOODS PGA TOUR 2005
- CALL OF DUTY: FINEST HOUR
- FLAT OUT
- LOTR: THE THIRD AGE
- T3: REDEMPTION
- EVIL GENIUS
- WRC4
- MORE!

QUICK TIP

Want to jump sections quickly? Just scroll down to the bar at the bottom and take your pick!

REVIEWS

Reviews for every new PS2 game. Complete with commentary from the team.

SECOND SIGHT

- CATWOMAN
- JUICED
- NBA BALLERS
- CRISIS ZONE
- CABELA'S DANGEROUS HUNTS
- DJ: DECKS & FX
- DYNASTY WARRIORS 4: EMPIRES
- LA PUCELLE TACTICS
- SAMURAI WARRIORS
- RISK: GLOBAL DOMINATION
- KIDZ SPORTS: BASKETBALLL
- VIB RIPPLE

PS2 TIPS

Footage of expert PS2 players in action. Watch and learn. See the Ultra Dojo on page 108 for more.

DRIV3R

- GTA: VICE CITY

EXTRAS

Special features and extra bonus footage. Plus a hidden secret... can you find it?

- TEAM PSM2 ON SINGSTAR
- PSM2 ARE THE PRO EVO CHAMPIONS!

HOW IT WORKS

■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

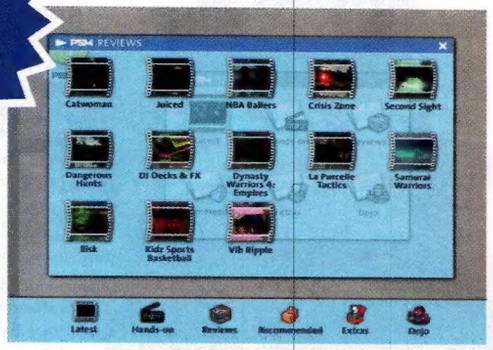
■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down [R3] to switch to the game soundtrack.

■ Recommended: Quick links to our personal favourite bits.

■ Extras: Quirky clips and... well... extra stuff.

■ Dojo: Your winning runs on your favourite games. Check page 108 for details.



EXTRAS

■ Want some more? Here's where it's at:

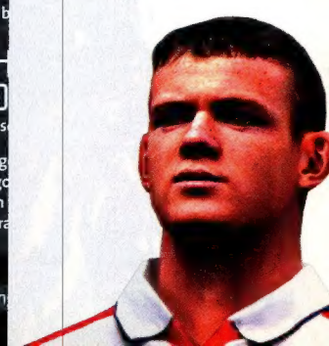
PSM2 PLAY WINNING ELEVEN 7: So cheeky we can hardly believe we did it. Yes, here for your enjoyment is our very own Dan D and Nathan beating a nameless pair of shmucks from a certain 'Official' magazine 11-0. That's. Eleven. Nil.

PSM2 SING – LIVE: Hang onto your ears as Andrew Kelly 'Marie' and 'Billy' Joel Snape go through the motions of destroying *Singstar* after a crate of raw

COMING SOON: Check out
DVD. It just keeps getting b

LAST MONTH
SECRET FOO
■ Can't find last month's s

Last month's secret footag
new *FIFA 2005*. To find it go
Insight then go right from
interview. Dude! You've cra



WORLD EXCLUSIVE!

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Gran Turismo 4 15
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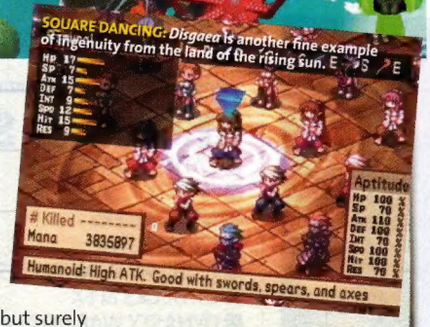
Dear PSM2,
I've just visited Japan (Kyoto to be precise) and I have a complaint to make about the English games industry. In Japan there are more games than you can look at, let alone shake a stick at. They range from the normal (football games) to the bizarre (some game about a very big woman in a bikini). I came back to England, having spent much time (and money) in games shops, and what do I find over here? Shelves decked out with the same licensed, EA-based products. Now don't get me wrong – I don't mind EA (much), but it is stupid that smaller publishers never stand a chance at publishing a game over here. I understand why (it's because to bring it to Europe would mean they had to translate it into lots of languages, both time-consuming and expensive, isn't it?), but surely there must be some way to bring individuality to the European games system? There are so many fantastic games in Japan that would sell highly here in England if only publishers were brave enough to pick them up.
Andrew Iskauskas, Keighley


SQUARE DANCING: Disgaea is another fine example of ingenuity from the land of the rising sun.
Killed
Mana 3835897
Aptitude
Humanoid: High ATK. Good with swords, spears, and axes

We love obscure Japanese games and you make a good point about publishers not having the balls to release them in the UK, but if they did, they'd probably go bust. Most casual gamers ignore anything that isn't branded, and consequently Japanese curios sell next to nothing. It's a crying shame, but unfortunately, they simply don't appeal to a wide enough market.

STORY TIME

Dear PSM2,
It was Rachel's letter last issue that made me once again feel a spark of hope for videogames with real story-lines. Sadly, there aren't many of them, and it's easy to see why; most people play videogames for fun – but don't older, more serious gamers want something more these days from the next-gen media?

The *Final Fantasy* games are the only ones that have truly epic storylines and three-dimensional characters, and I just wish there were more games like this, but there could be light at the end of the tunnel.

I can forgive the military jargon-loaded codec transmissions of *MGS* because I know Kojima is at least showing he's putting thought into the plot as well as gameplay. And *Manhunt*, while light on cutscenes with virtually no characters was at least innovative in its premise and managed to pass itself off as a jet black satire because it didn't feel like an excuse for explicit violence, but a reason for it.

The real hope for me though, comes in the form of *Kingdom Hearts*. I never would have dreamed an action RPG could have had a decent story until I unwrapped it on Christmas day back in 2002. No, it doesn't have the depth of the *Final Fantasy* games or the complexity of the *MGS* war philosophy, but it at

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Or something. Keep 'em coming!

WORK SHY
If you want a hands-on preview, drop me a line.
Pardip Jonti, email
No thanks. We've got plenty of hands here.

SHITTY
I read a really shitty PS2 mag in Finland.
Ahmed El, Gendy
Fair enough.

UTTER CRAP
Jak 2 is utter crap compared to the first!
Gorzul, email
That's just wrong.

BEAUTIFUL OR BUGGY?: Have you experienced any problems with your copy of *Jak 2*, like one of our readers has?

SPEAK TO THE TEAM SEPTEMBER 10TH

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday September 10th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"SONIC AND HIS MATES RULE THE WORLD. OFF WITH MARIO'S HEAD, I SAY"

least goes the extra mile of, as you say, being a heart-melting experience, something the likes of *Ratchet* and *Jak* have no comprehension of.

So, while everyone is moaning about online gaming, having orgasms over *San Andreas* news and whispering excitedly about the PSP, it's great to see you guys giving *KH2* the attention it deserves and doesn't receive from any of the other magazines. Maybe you could pressure big developers like EA to churn out fewer no-brainer film licences and produce one or two emotive games like these, or at least something thought-provoking.

Richard Johnson, via email

We completely agree, Richard. Without a solid plot, there's nothing to drive the gamer on. That's why *Kingdom Hearts*, *Metal Gear Solid* and *Final Fantasy* have a place in our hearts while hackneyed nonsense like *Headhunter: Redemption* zips completely over our heads. If you want a more recent example of good storytelling, check out Free Radical's *Second Sight* review on page 62.

CRAZY HORSE

►Dear PSM2,

Just bought the mag and read most of it. Very enjoyable. Then I read the letters section and woe was me. I find that for some strange reason the person responding to these letters thinks that Thundercats "was shit". I am writing to say that this person is gay. Thundercats was one of the great cartoons of the "golden age" of cartoons – the 1980s. Compare Thundercats with some of the shit today's minors have to put up with: Ace lightning? What the frig?! Beast Wars?! It's about as entertaining as a sack wax! Admittedly, Snarf was a penis, but there is a penis in every programme – for example the daughter in Family Guy: she's so crap I don't even remember her name... [EDITORS NOTE: *This madness continued for another four pages*]

Matthew Power, via email

Oh, come on. Thundercats was rubbish. Camp tiger men jaunting around and growling? And the terrible ham-rock theme tune? You're clearly mental.

ON THE EDGE

►Dear PSM2

How could you give *Sonic Heroes* a really rubbish score? *GT4: Prologue* got more and what's so special about that? As for *Harry Potter*... well, let's just say it's the worst game I've ever played. You should put more Sonic in your mag. My mates have the nerve to say that Mario is better! Sonic and his mates rule the world and off with Mario's head, I say. Sonic forever!

Elizabeth Gregory, Linconshire

***Sonic Heroes* was a bit crap, but you're certainly entitled to your (wrong) opinion.**

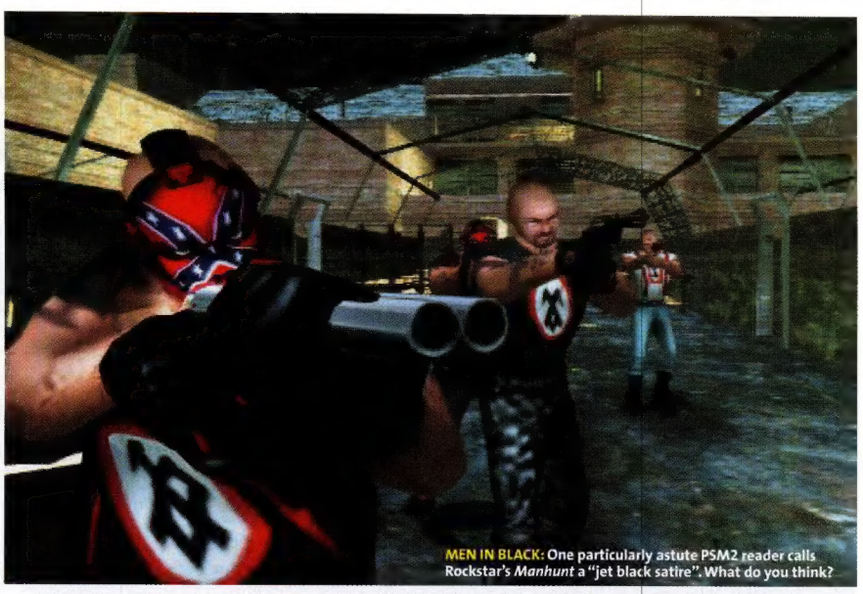
PATCHED UP

►Dear PSM2,

Several months ago I was playing *Jak 2*, when suddenly I completed a mission and no other missions were available apart from the tedious side missions (very frustrating). I visited Naughty Dog's website and there were no mention of any bugs. However, I then went to the PlayStation message board where I found that I was not the only one to have incurred this problem, and I'm sure this is not the only game that has a bug or two. So it got me thinking. If there is a bug with a game on a PC you can download a patch from the internet, so why can't we do the same with the PS2? We have broadband.

Daniel Barber, via email

Wouldn't you prefer it if your games just worked first time rather than have to download stuff? Downloading extra levels is cool but patches to make dodgy games work?



MEN IN BLACK: One particularly astute PSM2 reader calls Rockstar's *Manhunt* a "jet black satire". What do you think?

MADNESS

Holy buggering bollocks!
Iain Hutchins, email
We second that.

LIONEL

Please tell Dan V to sort his hair out.
Brad Chambers, email
We did and he mauled us to death. Maybe you could tell him?

DILLEMA

The graphics are really bad, but the gameplay is really good.
Virgis Kaminas, email
You can't win, eh?

QUERY

Why can't we use two memory cards at once?!
Neo, email
Well, you've got us stumped.

PLOT HOLES

What I mean is that some of my favourite games like *Tenchu 3* and *Enter The Matrix* feel like they have no reason, no plot to them.
Liam Evans, email
Oddly enough, we reckon those games had decent plots.

BALLERS

I read on Teletext that the makers of *Kick Off* are making a new footie game.
Charles Kinston, email
Not that we've heard of, but a PS2 *Kick Off* game is long overdue. But will the developers still have that old magic? We hope so.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

HOLLYWOOD BOUND: Should Dante star in his own film? Or is this just mentalist nonsense?

"GTA HAS GONE FROM TOP DOWN THUGGERY TO 3D BRUTALITY"

POWER PANTS

►Dear PSM2,

Watching your latest DVD, it struck me how great games are becoming. I could only dream of how good games look and play as little as ten years ago. I find it very humbling to think of the leap between then and now. *GTA* has gone from top down thuggery to 3D brutality, and it's all the better for it. With E3 just gone and the promise of greater and better consoles close enough to sniff, I just can't imagine what the next ten years will bring. But I'm sure PSM4 and PSM5 will be there and better than ever. Keep up the great work, and thanks.

Stuart Gregory, Aberdare

Aw, shucks. Thanks for the kind words, and indeed you are correct. The future is brighter than ever for videogames, and technology can only advance even further. Also, thanks for the image of Dan D wrapped in a pair of futuristic 'power pants'. He almost wept with joy.

HOPPING MAD

►Dear PSM2,

I have decided that although your mag is brilliant, in the letters section you only print pure crap. People/weirdos decide to write in about Viki Butler Henderson being in Fifth Gear, not Top Gear. I mean who cares? That has no relevance to anything to do with gaming! Also, someone compared Dan V to some "cat thing" from *Final Fantasy IX* – what is that about? And, to rub salt into the wound, you print it as the star letter. I'm sure I must not be the only one annoyed with this.

James Ketterer, Spudlow

You do realize that by sending this you've just become everything you ever hated? Congratulations.

NOSTALGIA

►Dear PSM2,

I've recently seen *Spider-Man 2* and it's bloody good. But, while waiting for it to start, I noticed the film company who made it were called Columbia and at the bottom it said it was a company owned by Sony. If Sony own them why don't we see more of our fave games on the big screen? Surely they'd rake in loads of money by doing that. Just imagine *Devil May Cry* as a film. They could set it at the same time as *DMC3* with dante fighting his evil twin. They could even do one on *Jak 2* – if the film is as good as the game I'd see it at least 20 times.

Alex King, via email

We see what you mean about *Devil May Cry*, but a *Jak 2* movie? Unless someone cobbled it together using computer graphics, it'd look absolute arse.

WRITE TO PSM2 WITH: FINAL FANTASY XII THOUGHTS? DO GAMES MAKE YOU VIOLENT? WILL YOU EVER BUY A PSP?

© Kobal

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!

WIRE-FREE MADNESS

►Dear Robo-Mind,

The European website for *FFXI* is active, and promises the game in Europe by September of this year! However, my PS2 is as far away from an active phone socket as it is possible to be in my house – am I stuck with trailing wires about the house to get my PS2 networked? Is there a wireless option available? Also, will *FFXI* come packaged with a HDD as in the United States?

Phil Tomlinson, email

Ack! You're overloading my circuits with your ceaseless questioning! Anyway, yes – it is possible to go online via a wireless router. Take your fleshy carcass over to somewhere like Dixons and they should stock them. US Robotics make a wireless router and 'ethernet bridge' (ie, receiver bit that plugs into your PS2's adapter) which work just fine. A trail of wires is cheaper however – just sling an Ethernet cable along your skirting board, or get a phone extension then use a microfilter at the end. As for *FFXI*, it comes packaged with the HDD – if indeed it's ever released here...

READING ERROR

►Dear Robo-Mind,

I keep getting the message "Disc Read Error" coming up on my screen. This only happens with certain games, the majority playing fine. It is not that the discs are dirty or scratched (when loading new or replaced games I get the message) so the problem must be with my PS2.

It appears that this problem occurs with purple discs only, although I'm not sure and this could just be a coincidence. So, is there any (preferably cheap) way to fix the problem?

James McHardy, email

Well, you could invest in a lens cleaner. That might solve the problem. Another alternative is to get rid of the dust that's probably clogging up the fan at the back of the console. You could stick a hoover in there and whoosh the fluff out. Just don't break it and blame me, OK? Phoning the Sony careline will organise a fix for you and next time avoid these disc read errors by storing your console where the air can reach the back, and keep it off the carpet. Think you can manage that, flesh sack?

MEMORY CARD BLUES

►Dear Robo-Mind,

I hadn't looked at my memory card for a while, but when I did it was full of blue blocks that were coming up as "corrupted data". They were taking up quite a lot of space on my card and I would like to delete them because I don't want to spend another £25 on a card. Can I delete this data? Or will it wipe all of my save games?

Tito Rogerson, Ludlow

Foolish meat puppet! How dare you approach me with your pitiful whining! If only Dan G hadn't taped my claws together, I'd... oh, sorry. You were asking about corrupted memory card data? Well, this is a common problem that's often a result of you yanking out the card while a game is saving. Deleting it is perfectly fine, as it's in no way linked to your existing data. I once had some corrupted data clogging up my memory banks, but I deleted it and I'm absolutely fine. Lucky it wasn't my 'harm no humans' protocol or I'd have to decimate the entire PSM2 office with my laser beams of death! Muwahhahaha! *ahem*, anyway, yes.

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"A FIRM, MANICURED HAND MEETING TAUT, SPANDEX-SHEATHED BUTTOCK" SEE PAGE 15

Acce

14 ULTIMATE SPIDER-MAN

Activision announce another Spidey sequel, this one based on the bloody brilliant Ultimate Spider-Man comics by Marvel.

15 PS3 LOGO REVEALED

Sony crawl towards the expected 2006 release of PlayStation 3 by trademarking a 'new' logo. You'll probably believe your eyes!

16 CHAMPIONSHIP MANAGER 5

The best footy management sim in history makes its PS2 debut. This time featuring real tools of the professionals.

You want more?!
Check out the teen screamer *Obscure* (14), the future for the *Hitman* series (15), *Unreal Championship* (16), PLUS Star Wars Episode 3 madness! (16)

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

LARA'S NEXT STEP

The man behind Ms Croft returns to work on new Tomb Raider game, as – ulp – PSM2 is drafted in to save the ailing franchise.

SAVE OUR LARA!
SAVE OUR LARA!
We've got a soft spot for Crofty and want "your" ideas about her future direction which we'll pass on to Eidos. Send your thoughts to 'Save Our Lara!' at the usual address.

The man who once said that "being a game designer is about as cool as working in an abattoir" has come back to Eidos for their forthcoming *Tomb Raider* sequel. After leaving Core Design due to creative differences, the man responsible for Lara Croft's best games (and gargantuan mammaries) has sided with new developer Crystal Dynamics to oversee the next instalment of the franchise.

In an interview with Edge magazine in August 1998, Gard spoke about how Lara was originally intended to be "untouchable and demure," and how the "down-market advertising" peddled by Eidos was a bit of a letdown. Maybe Eidos have promised to change the series' direction, tempting Gard back to save his baby from destruction? We hope so. It's high time that *Angel of Darkness* was forgotten about. If Lara stops hawking bottled glucose and cruddy movies, she could shimmy her pert behind back into the hearts and minds of upset gamers.

The importance of the next *Tomb Raider* game is reflected in Eidos' enthusiastic courtship of industry opinion. "The Tomb Raider team is drawing upon a great deal of research, consumer and editorial feedback, and game development talent to build a title they'll be proud of... and one you'll want to play," reads the official line. The upshot is that we've already sat down with Eidos' marketing staff and Brand Director – though the lack of development staff suggests the meeting may be more a case of lip service than problem solving – to discuss the series' new direction.

We've garnered some tidbits from Eidos. The game's already up and running on a modified version of the *Soul Reaver: Legacy of Kain* engine. Eidos revealed that the code had been tinkered to include vehicles, and hinted that they may play a role in problem solving. Further hints (and leading questions from Eidos staff) suggest that Lara will be returning to her puzzle-based/exploration roots – closer to the original PSone games. The prospect of more movement-based puzzles was mooted, with – in a litmus test of opinion– open admiration for the *Prince of Persia*'s agility and level design.

"SHE COULD SHIMMY BACK INTO THE HEARTS AND MINDS OF UPSET GAMERS"

More revealing questions concerned what we thought of squad-based games, whether Lara should have a partner (Kurtis Trent from *AOD* was politely laughed off) and how we'd respond if Lara became more of a wisecracker. Eidos fear a press backlash over the American influence of developers Crystal Dynamics. Our key remedy was to define Lara by her actions, not by cheesy cutscenes and one-liners (no gags and less convoluted plotting). We also strongly advised against the 'She might be a recovering drug addict! Alcoholic! Killer!' etc subplot taken by *Tomb Raider: AOD*.

We were less impressed by Eidos' suggestion that Lara might be part of a 'super team', with support from a tech guy, a map man, a butler etc, a bit like the second movie. Um, no thanks.

PSM RECKONS *If Crystal Dynamics can turn things around, it could mean a return to form for the buxom raider of tombs. No more stealth stuff, a less pretentious plot and more classic hopping around massive caves and tombs, please, Eidos. Thanks.*

TOMB RAIDER: A SERIES OF UNFORTUNATE EVENTS

GAME QUALITY
1996 - Tomb Raider
The game that started it all. Core and Gard create a true masterpiece.
1997 - Tomb Raider II
This sequel further improves on Lara's slinky ledge-hopping exploits.
1998 - Tomb Raider III
An acquired taste. Gard's absence was reflected in its lack of polish.
1999 - Tomb Raider IV: The Last Revelation
Lara goes back to plain old tomb raiding. Then dies.
2000 - Tomb Raider Chronicles
Prequel time. Play a couple of Lara's past adventures.
2003 - Tomb Raider: Angel of Darkness
Utter toss, and key in destroying Lara as a gaming legend.

SPIDER-MAN RETURNS

Activision confirm new Spider-Man game for 2005 – based on the superb Ultimate Spider Man series by the 'Quentin Tarantino of comics'.

Spider-Man 2 developers Treyarch are working on a sequel. The twist? Since there's no Spiderman movie next year, it's going to be based on the excellent Ultimate Spider-Man comic from Marvel.

Ultimate Spider-Man – written by critics' fave Brian Michael Bendis and drawn by Mark Bagley – is cracking. It's a year zero, modern-day retelling of the spidey story, designed to attract new readers without having to wade through forty years of back story and continuity. Full of Bendis' trademark snappy dialogue – he's a bit like a comic book Tarantino, but with more emotion than smart-arsery – some genuinely thrilling action, believable characters and relationships, it's fair to say that the only Spidey films were massively influenced by the comic.

How will the game adapt the comic? Surely the breathtaking freedom seen in *Spider-Man 2* will remain, but given Treyarch have already tackled the Green Goblin and Doctor Octopus, we reckon they won't feature too heavily. Being huge fans of the comic, we've come up with some predictions of our own.

1. VENOM

Rather than an alien symbiote, in Ultimate Spidey the black Venom costume was grown in a lab by Peter Parker's Dad before he died (although, of course, it was intended to be used for good). The new powers it grants Spidey, and the horrendous effect it has on him, could make for some great action sequences. And when it ensnares Eddie Brock there's a cracking showdown in the rain at Peter's high school.

2. ULTIMATE SIX

In the Ultimate Spider-Man spin-off series Ultimate Six, a group of supervillains (incorporating Electro, Kraven, Sandman, Doc Ock and the Green Goblin) escape imprisonment by S.H.I.E.L.D., a quasi-military anti-terrorist organisation, with the intent to recruit Spider-Man into their fold by means of blackmail and threat, as Spidey had captured them all in the first place. Massive potential for boss-action.

3. TEAM TIME

The Ultimate Team-Up side series saw Peter Parker encountering, working with and sometimes fighting other established Marvel heroes. There's a splendid showdown with both Daredevil and the Punisher that could work brilliantly in a game.

4. THE PRICE OF FAME

In an amusingly postmodern storyline, a Spider-Man film is being shot in New York, the twist being that as Spider-Man's identity is unknown his image is public property. It even features Sam Raimi as himself; it offers a great backdrop to a city-shuddering fight with Doc Ock – the resultant footage being incorporated into the fictional film.

5. KRAVEN THE HUNTER

In Ultimate Spidey, Kraven is a reality TV show star, a bit like a superheroic Steve Irwin. He comes to New York to hunt Spidey with less-than-stellar results. Could be an entertaining subplot.

OBSCURE

The game Silent Hill should have been.

Yes, you heard us right; while *Silent Hill* revels in it's maturity and stylized visuals, *Obscure* is refreshingly immediate and, more importantly, *fun*. Compared to the flat trudge that was *Silent Hill 4: The Room*, it's tirelessly exciting and chock-full of shreddie-soiling moments. Taking control of five stereotypical American teens (geek, bimbo, jock, scholar, rebel), each with their own particular skills, it's up to you to find out just what the hell is going on at the seriously haunted Leafmore High School.

TAPE DECK: Attach a torch to your gun with sticky tape to scope out hiding ghouls.

"TIRELESSLY EXCITING AND FULL OF SHREDDIE-SOILING MOMENTS"

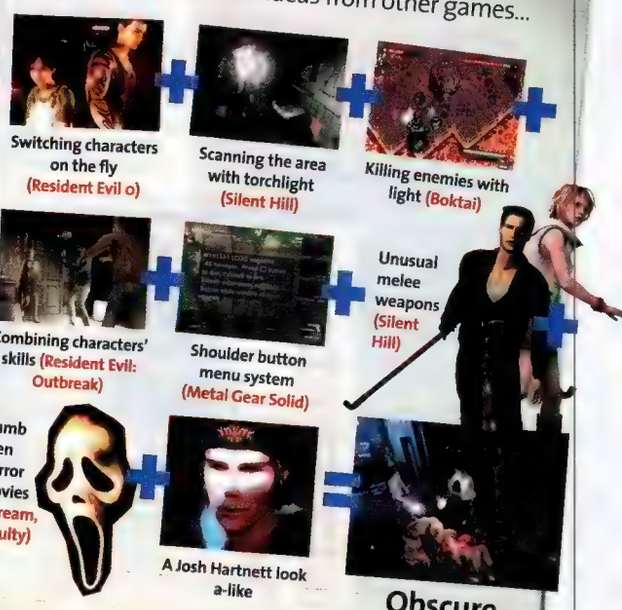
Among the many novel features that make *Obscure* stand out is the inclusion of an AI team mate. A lot of puzzles require teamwork, and, brilliantly, a mate can plug in a pad and control the other character. You can also trade items between players and combine forces in combat to flank the ghouls that roam the school. The combat is excellent, the atmosphere spot-on and the characters, although full of cliché-ridden dialogue, are quite likeable.

Another neat feature lets you combine items – for example, strapping a torch to your shotgun lets you scope out the area for goons without having to worry about whipping out your shooter. The enemies hate light, you see, so filling the room with light by smashing windows is often a priority. This looks like it could be truly novel stuff.

PSM RECKONS *We're looking forward to playing a survival horror that dares to innovate. It nicks ideas, but does it with such aplomb, we can't complain.*

THE FORMULA

Obscure nicks a lot of ideas from other games...


Switching characters on the fly (Resident Evil 0)
Scanning the area with torchlight (Silent Hill)
Killing enemies with light (Boktai)
Combining characters' skills (Resident Evil: Outbreak)
Shoulder button menu system (Metal Gear Solid)
Unusual melee weapons (Silent Hill)
Dumb teen horror movies (Scream, Faculty)
A Josh Hartnett look a-like
Obscure

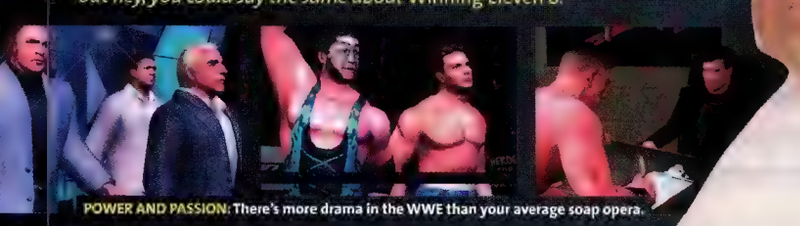
SMACKDOWN VS RAW!

Laying it down on all the candy asses... mmm, candy.

It's been a tough old year for the WWE, what with Brock Lesnar flouncing off to the NFL in a strop, The Rock concentrating on his movie career and roster newcomers Garrison Cade and Mark Jindrak not *exactly* plugging the pay-per-view gap. How do Yuke's intend to address this? It's easy. Just one little word. *Spanking*.

Oh, there are other changes, of course. First and foremost, there's a neat charisma system that rewards arguing with the ref over two-counts, ignoring rope break calls and other ungentlemanly conduct (if you're a 'heel') or reversing submission holds and pulling off signature moves (if you're a 'face'). A tweaked story mode offers ample opportunities for saucing up the WWE Divas, filling the void in our lives that's been left by the suddenly-moralistic *Def Jam* franchise and slinging in plenty of chances to build relationships or start feuds. Swing-o-meters and reaction tests spice up the start of a bout with momentum-shifting chop battles, and slick new animations – like the ref signalling for the bell – give the whole show a touch of class. But, ultimately, you can't beat the sight of firm, manicured hand meeting taut, spandex-sheathed buttock for pure entertainment value. We can't wait. Viva Smackdown.

PSM RECKONS *So – yes – the ass-slapping* literally *smacks of desperation. Frankly, it looks more like a season update than a radically enhanced game – but hey, you could say the same about* Winning Eleven 8.



POWER AND PASSION: There's more drama in the WWE than your average soap opera.

PS3 LOGO REVEALED! (IN 'QUITE SIMILAR' SHOCK!)

Sony register PS3 trademark in America. World weeps in surprise and horror.

Well there it is. According to our sources, this is the logo that Sony have registered with the United States Patent and Trademark Office. And it clearly shows... um... a PS2 logo with the '2' childishly changed to a '3'.

It seems that after producing a whole new angular logo for PS2 they can't be arsed to do the same for PS3. But then, why mess with a winning formula? It's certainly recognisable if it was to waft past you on the side of a bus. And, given that the new block-based PS2 logo was designed to compliment the slab-sided design of the console itself, does this indicate that PS3 will adopt a similarly chunky form?

In other (good) news a date has been set for the unveiling of PS3. Perhaps responding to rumblings from the Microsoft camp, Ken Kutaragi himself has confirmed that PS3 WILL be playable at the next E3 show from May 18th, 2005. "There has been some talk that development is not going well, but we expect to have a playable version at E3. We are pushing ahead with that schedule in mind," he told a meeting of developers, suppliers and media in Tokyo.

If the same timetable as the PS2 launch is followed we can expect it to go on sale in Japan in 2005 with *possibly* an Easter 2006 UK launch. However, if it misses this date don't be surprised if this becomes a repeat of the PS2 UK launch which finally happened almost a year after the Japanese release on November 24th 2001.

It seems likely however that the first early technical demos and an official announcement that the machine actually exists will happen at the Tokyo Game Show in September *this* year on September 24th.

PS3 LAUNCH TIMETABLE

May 12th 2004 – E3 show, Los Angeles
Sony pretend that PS3 doesn't exist and announce PSP instead.

September 24th 2004 – Tokyo Game Show, Tokyo
Sony will announce PS3's existence and likely show off the first tech demos and (possibly) casing design.

May 18th 2005 – E3 show, Los Angeles
Sony unveil playable PS3 units and some early games.

December 20th 2005 – The Streets, Tokyo
PS3 *only just* makes a Christmas Japanese launch.

Easter 2006 – The Streets, UK
Fingers crossed for a prompt UK launch. Failing this you'll have to wait until...

Christmas 2006 – The Streets, UK
PS3 finally lands in your hands – probably mirroring the November 24th launch day of PS2.

"BALDY NOT A BOND-CLONE"

PSM2 SHAPE HITMAN'S FUTURE!

While nattering with Eidos about Lara Croft's future, Eidos also asked us about bonehead assassin Agent 47. Their brand manager asked "How would you feel if we took him in a James Bond direction?" This was met with a chorus of disdainful looks and muttering. Let's face it, the Regaine-dodging killer doesn't have the charisma or the look. We suggested that the series go in a completely different direction; think Under Siege, with 47 trying to go straight, only to be thrust into a completely ludicrous hostage situation. Well, it could happen...

SAVE BALDY: Don't turn 47 into a watered-down Hollywood hero.

"EA TAKE OVER THE UNIVERSE"

WORSE FOR WARE?

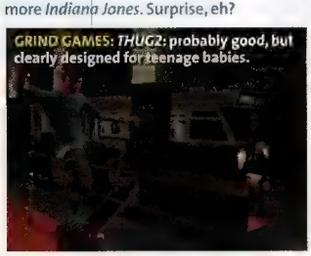
In a shock move, all-consuming videogames conglomerate EA has bought out British code-mongers Criterion, the men responsible for the *Burnout* series and, more importantly, the Renderware™ engine. One in four games currently use Renderware, including *San Andreas* – will this affect the future of our favourite franchises? If EA slap horrific licensing costs on Renderware™, they could strong-arm the rest of the market into submission. Criterion's *Black*, which could be PS2's best FPS, is now under EA's control. Lets hope it doesn't go all 'ghetto'.

BLACKOUT: EA now own Criterion's promising FPS, *Black*.

"SEQUELS SHAT OUT"

THUG3 SET FOR 2005 RELEASE

In a move which in-no-way disproves the theory that all succesful games are frogmarched onto a shareholder-placating sequel conveyor belt, blasted with superfluous features, repositioned as 'edgy' and shat out within a year to blithering idiots, Activision have already confirmed *THUG3* for a 2005 release. That said, ace developers Neversoft are also working on a 'top secret' shooting title. Activision will also cough up *Iron Man*, *Fantastic Four* – yay – plus, *True Crime 2*, *Call of Duty 2*, another *Shrek* game and more *Indiana Jones*. Surprise, eh?



GRIND GAMES: *THUG2*: probably good, but clearly designed for teenage babies.

WE ARE THE CHAMPIONS!

Championship Manager (the best football management sim ever) comes to PS2.

C*hampionship Manager* 5, is set for PS2 in the latest twist in the Champ Man tale. Sports Interactive *were* the driving force behind the million-selling *CM* series, but after a 'parting' with Eidos a team of ex-Silicon Dreams employees, Gusto Games are to carry the *CM* franchise to PS2. Great news, and Silicon Dreams have a prestigious history of footy games behind them (er, like *Urban Freestyle Soccer*...)

Champ Manager lets you take total control of a club from almost every global league. Packed with more spreadsheets than an A-Level Maths course, *CM* is an armchair manager's dream. You have to deal with day-to-day aspects like the media, transfers, and training players, etc. *CM5* has also tied up the rights for the Professional Football System, which is used by top clubs (including Real Madrid) to establish attributes of potential transfer targets – so player stats will be accurate.

PSM RECKONS *Though original creators Sports Interactive aren't involved, the PS2 game works hard to do the franchise justice. Can they cram it into PS2? More shortly.*

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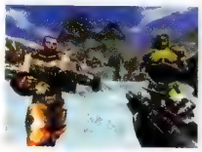
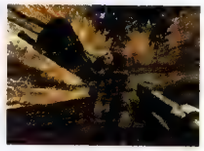
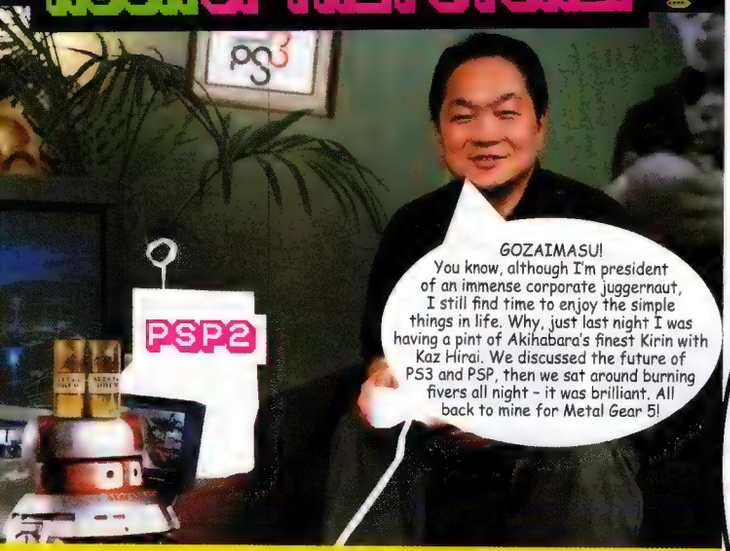


Rumblings from **Midway** suggest they'll be picking up the much-loved **Unreal** license. Further mutterings suggest that the next sequel could appear on PS2. The series' latest incarnation, **Unreal Championship**, could also make an appearance as **PS2 online** becomes more popular. Here's hoping.



PS3 AND PSP NEWS FROM...

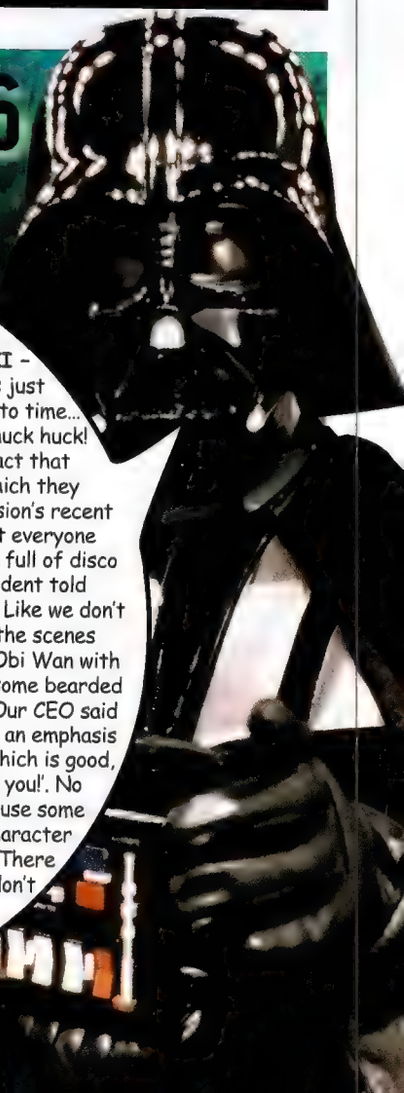
KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!


PS3
PSP2
GOZAIMASU!
You know, although I'm president of an immense corporate juggernaut, I still find time to enjoy the simple things in life. Why, just last night I was having a pint of Akihabara's finest Kirin with Kaz Hirai. We discussed the future of PS3 and PSP, then we sat around burning fivers all night – it was brilliant. All back to mine for Metal Gear 5!

Confirmed: PS3 will use the next-generation storage medium, Blu-Ray. The good news is that these discs can hold up to 23 gigabytes of data, more than five times current DVD technology. With this much data, expect some truly *massive* games. Sony is one of 13 companies that support Blu-Ray technology, and there's been a battle between them and rivals HD-DVD as to what becomes the standard. With Sony's influence, however, and the news that PS3 will use the medium, Blu-Ray is unstoppable. Microsoft's next console is rumoured to be using HD-DVD, which holds marginally less than Blu-Ray. Silly buggers.

Other rumours suggest PS3 will be open source. What does this mean? Well, without rambling on, this means that developers can make their games royalty-free – no longer be hampered by PS2's proprietary licensed engines. This means PS3 games will be easier to make than ever. Ken will return next month with more general bonhomie and PS3 gossip.

STAR WARS EPISODE III



"Hello, I'm Hayden Christensen. Wearing a large dark helmet. Why? Ho ho! All will be revealed in **Star Wars: Episode III – Revenge of the Sith** out in summer 2005. Let's just say I that I do enjoy a nice pint of 'lava' from time to time... And making the new movie was a 'lava' laughs. Huck huck huck! For now, you'll have to console yourself with the fact that Lucasarts are working on an **Ep. III videogame**, which they announced to PSM2 and other industry types at Activision's recent Activate event in Barcelona. It was brilliant! They got everyone drunk, woke them up at 9am, then stuck them in a room full of disco lights and pounding music while Lucasarts' Vice President told everyone how amazing Star Wars is **for nearly an hour**. Like we don't know already! Sheesh. Then we showed some behind the scenes footage of Ep III, revealing a key scene where I fight Obi Wan with a giant stick on a blue screen for twenty minutes while some bearded man keeps stopping things to make them less exciting. Our CEO said they were making the 'WWE of Star Wars games', with an emphasis on light sabre battling. It'll be out on May 5th 2005. Which is good, because the marketing line is 'May the fifth be with you!'. No amount of rescheduling could improve that! I get to use some sneaky two-handed moves and stuff because my character becomes – oh, George will kill me sorry. Wassat? There were films out **before** the Phantom Menace. I don't believe that for a second. Wha'? **Sequels**? Pull my other robotic limb! It's got balls on.

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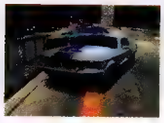
DOLBY DIGITAL PRO LOGIC II

PlayStation 2

MOST WANTED
UK GAMES AWARDS 2004



VOTE FOR YOUR FAVE GAME!

You've got the shortlist – now it's time to make up your mind

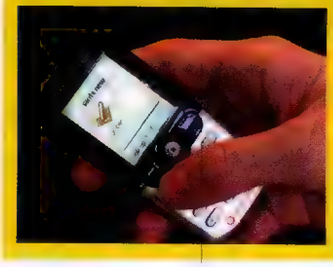
We're almost there. It's nearly time to close the voting for YOUR Most Wanted game of 2004 and win yourself a big-ass booty of large-o TV, surround system, GameCube, PS2, Xbox and PC to boot! Votes close on September 30th, so get moving.

Take a butcher's at the short lists opposite and vote for your favourite game in any category. We've marked the PS2 games in blue for ease of spotage. But feel free to vote as many times as you like to make sure that your favourite games get to the top of each award category. And remember: each time you vote you're increasing your chances of bagging our top hardware prize.

Vote by texting us the code of the game you most want plus a reason why it's your Most Wanted game. See the box below for full instructions. And don't forget you can vote online too. Just go to www.gamesradar.com and look for the Most Wanted flash. Good luck.

How to vote for your Most Wanted game:

VOTE BY TEXT



1. Text MOSTWANTED followed by a space
2. Then the VOTING CODE (e.g. DG1),
3. To be entered into the competition to win the MOSTWANTED PRIZE, you need to answer the following tie-breaker question in no more than 140 characters: I like the game I've voted for because...

Example: MOSTWANTED DG1 IT'S GOT THE BEST GAMEPLAY & GRAPHICS BY MILES. I'VE BOUGHT EVERY VERSION, SO I KNOW I'LL STILL ABSOLUTELY THRASH ALL OF MY MATES AT IT!

4. Send your txt to 83130 (message costs 25p inc VAT plus your normal text cost)

VOTE ON THE INTERWEB

You can also vote by logging on to the Games Radar website. All you need to do is click on the MOST WANTED logo, and follow the instructions on the page. To be entered into the competition to win the MOST WANTED PRIZE, you need to answer the following tie-breaker question in no more than 140 characters: I like the game I've voted for because...

Terms and Conditions: Text messages cost 25p inc VAT plus your normal text cost. Service provider: Opera Telecom, B1 2JB. The closing date for entries is 30/09/2004. The winner of the Most Wanted Prize will be notified by telephone on 15/10/04. Multiple entries are allowed. Terms and conditions apply. This competition is not exclusive to this magazine. The editor's decision is final; no correspondence will be entered into. Entrants must not be an employee, agent or subcontractor of the promoters, or a relative of any of those persons. The promoter is Future Publishing Limited, Beauford Court, 30 Monmouth St, Bath, Avon, BA1 2BW, Company No.: 02008885. No purchase necessary. There is no alternative to the prizes stated. The address for postal entries is "Most Wanted UK Games Awards 2004", Future Plus, 30 Monmouth St, Bath, BA1 2BW. Proof of posting will not be taken as proof of delivery. Winners' names will not be published. Written requests for details will be honoured.

SHORTLISTED GAME TITLES

MOST WANTED PS2 GAME

Devil May Cry 3	(Capcom)	PS1
Gran Turismo 4	(Sony)	PS2
Grand Theft Auto: San Andreas	(Rockstar)	PS3
Killzone	(Sony)	PS4
Metal Gear Solid 3: Snake Eater	(Konami)	PS5
Prince of Persia 2	(Ubi Soft)	PS6
Pro Evolution Soccer 4	(Konami)	PS7
The Getaway: Black Monday	(Sony)	PS8
TimeSplitters: Future Perfect	(EA)	PS9
WWE Smackdown! Vs RAW	(THQ)	PS10

MOST WANTED XBOX GAME

Brothers in Arms	(Ubisoft)	XB1
Call of Duty: Finest Hour	(Activision)	XB2
Doom 3	(Activision)	XB3
Fable	(Microsoft)	XB4
Forza Motorsport	(Microsoft)	XB5
Halo 2	(Microsoft)	XB6
Jade Empire	(Microsoft)	XB7
Pro Evolution Soccer 4	(Konami)	XB8
Tom Clancy's Splinter Cell 3	(Ubisoft)	XB9
WWE WrestleMania XXI	(THQ)	XB10

MOST WANTED PC GAME

Doom 3	(Activision)	PC1
Ghost Recon 2	(Ubisoft)	PC2
Half-Life 2	(Vivendi)	PC3
Richard Burns Rally	(Sci)	PC4
Rome: Total War	(Activision)	PC5
STALKER	(THQ)	PC6
Star Wars: KOTOR 2	(Activision)	PC7
The Lord Of The Rings: The Battle for Middle-Earth	(EA)	PC8
Warhamer 40,000: Dawn of War	(THQ)	PC9
World of Warcraft	(Vivendi)	PC10

MOST WANTED GAMECUBE GAME

Donkey Konga	(Nintendo)	GC1
Metroid Prime 2: Echoes	(Nintendo)	GC2
Paper Mario 2	(Nintendo)	GC3
Pokemon: FireRed/LeafGreen	(Nintendo)	GC4
Resident Evil 4	(Capcom)	GC5
Second Sight	(Codemasters)	GC6
Star Fox	(Nintendo)	GC7
The Legend Of Zelda: Four Swords Adventures	(Nintendo)	GC8
TimeSplitters: Future Perfect	(EA)	GC9
Viewtiful Joe 2	(Capcom)	GC10

MOST WANTED SPORTS GAME

Championship Manager 5	(Eidos, PC)	SG1
Football Manager 2005	(Sega, PC)	SG2
Pro Evolution Soccer 4	(Konami, PC/PS2/XB)	SG3
WWE Smackdown! Vs. Raw	(THQ, PS2)	SG4
WWE WrestleMania XXI	(THQ, XB)	SG5

MOST WANTED DRIVING GAME

Forza Motorsport	(Microsoft, XB)	DG1
Gran Turismo 4	(Sony, PS2)	DG2
Need for Speed Underground 2	(EA, GC/PC/PS2/XB)	DG3
Outrun 2	(Sega, XB)	DG4
Richard Burns Rally	(Sci, PC)	DG5

MOST WANTED FPS GAME

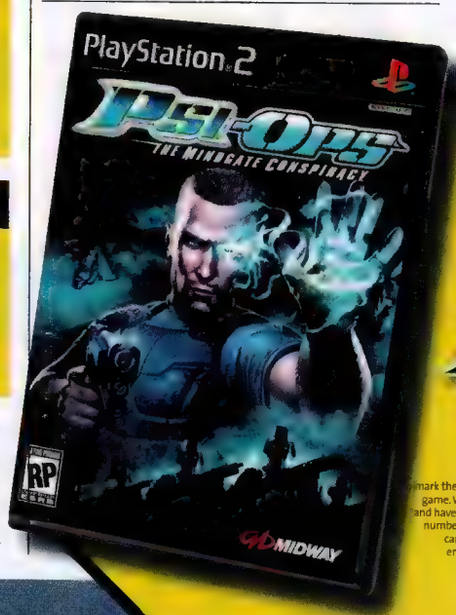
Doom 3	(Activision, PC)	FP1
GoldenEye: Rogue Agent	(EA, PS2/GC/XB)	FP2
Half-Life 2	(Vivendi, PC)	FP3
Halo 2	(Microsoft, Xbox)	FP4
Killzone	(Sony, PS2)	FP5

MOST WANTED ACTION ADVENTURE GAME

Grand Theft Auto: San Andreas	(Rockstar, PS2)	AA1
Metal Gear Solid 3: Snake Eater	(Konami, PS2)	AA2
Prince of Persia 2	(Ubisoft, PS2)	AA3
Resident Evil 4	(Capcom, GC)	AA4
The Legend Of Zelda: Four Swords Adventures	(Nintendo, GC)	AA5

MOST WANTED STRATEGY & RPG GAME

The Lord of The Rings: The Battle for Middle Earth	(EA, PC)	SRP1
Roller Coaster Tycoon 3	(Atari, PC)	SRP2
Rome: Total War	(Activision, PC)	SRP3
The Sims 2	(EA, PC)	SRP4
Warhamer 40,000: Dawn of War	(THQ, PC)	SRP5



IS THERE A FREE COPY OF PSI-OPS IN YOUR DVD?

ARE YOU A WINNER?

To mark the release of the ace *Psi-Ops*, the boys at Midway want YOU to win one of 25 copies of the game. We've hidden them in 25 copies of this month's issue of PSM2. Crack open the cover disc and have a look inside. If you're lucky enough to have won there'll be a card with a special phone number on board. Just ring the number and we'll send the game right out to you. For FREE. No card in the box? Not to worry, you can always secure a copy of the excellent mind-control-em-up (which scored 86% in our last issue) in shops from September 1st. Go get psyched!

DESIGNER GORETURE

BY CAPCOM

"Quite simply you haven't seen a Resident Evil game look this good before." PSW Magazine

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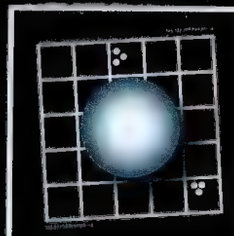
The Star Wars universe is packed full of game-worthy content, but the lucrative license is more often than not squandered on nonsense.

Battlefront, however, could make the finest use of the Star Wars universe yet. The battles that made the Star Wars movies so exciting can now be played online with over 30 other *human* players. And it's not all running and shooting – you can commandeer all the vehicles you've ever seen on celluloid. Everything we've ever wanted from a Star Wars game has been realized. Here's how your favourite 'Wars planets and peoples are shaping up in the game.

STAR WARS *BATTLEFRONT*

With the imminent release of the Star Wars Trilogy on DVD for the first time, we take Lucasarts' wargame through its paces. Can it live up to the holy magic of the films?



The Empire Strikes Back
The Battle

A world of snow and ice surrounded by numerous moons. The daytime temperatures are bearable, but the nights are hostile even for its native creatures. After the events of A New Hope, the Rebel Alliance set up a stronghold on Hoth codenamed Echo Base. Unfortunately, Imperial Probe Droids landed on the planet, revealing the Alliance's position. The battle of Hoth soon followed as the Rebels tried desperately to evacuate.

Vehicles

IMPERIAL: AT-AT
The All Terrain Armoured Transport, or AT-AT, is a four-legged transport and combat vehicle used exclusively by the Empire. Standing a massive 15 meters tall, the so-called 'Walkers' have blast-proof armour plating and twin laser cannons.

REBEL: SNOW SPEEDER
The Rebels modified T-47 air speeders to become snow speeders – nippy ships for patrol and defence of Echo Base. Rebel ingenuity enabled them to overcome the relentless Hoth elements, so these can fly under even the harshest conditions.

GAMEPLAY
Imagine a swathe of Snow speeders descending on an AT-AT as entrenched troops below give covering fire. The series' most exciting battle should make for truly epic online gaming. Defence of the Rebels' Echo Base will surely play a part in the level as strategy elements come into play.

C3-PO's Travel Guide

Greetings. I am C3-PO, human-cyborg relations... Oh, sorry, I was *hilariously* interrupted by another character there. Will I ever finish my robotic monologue? Probably not! Ho ho! Anyway, I'll be scouring my databanks for details on each of the planets featured in *Battlefront*, giving you handy travel tips should you ever decide to take a holiday there.

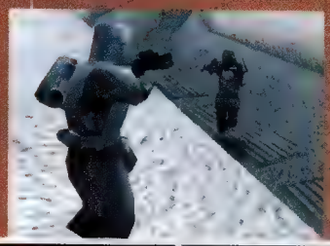
Threepio says:

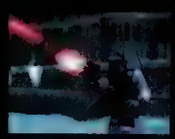
Good Lord of the Sith! It's freezing out here. I think I'm about to short circuit... oh, arse! I've just fallen down a hole. Huh? What was that growling noise? Ah, it's nothi... aarrrrgghhhh! Oh, bobbins – I've just been torn to shit by a Wampa Ice Beast. I'm like a robotic, even more camp Mr. Bean, me.

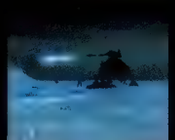
LIKELY TO FIND
Wampa Ice Beasts gutting trainee Jedi, Han Solo gutting a TaunTaun and loads of snow absolutely everywhere.

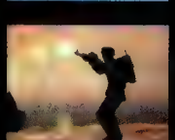
WHAT TO PACK
Two blaster pistols, a flask of hot Bovril, cotton thermals and a pair of mittens.

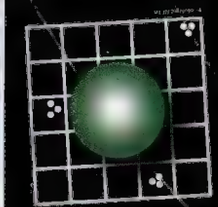
THINGS TO DO
It's minus 10,000 after sundown, so going out clubbing in a T-shirt is not advised.









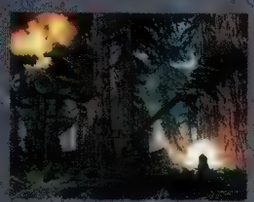


Return of the Jedi
The Battle

Secluded in a remote corner of the Outer Rim Territories, the gas giant Endor and its moon of the same name would easily have been overlooked by the galaxy were it not for the decisive battle that occurred there. Endor serves as the gravesite of both Emperor Palpatine and Darth Vader and it was here that the Rebels began their path to victory over the evil Empire. The Rebels' raid on the Death Star's shield generator took place on Endor, and it went down in history as one of their finest ever victories.

Vehicles

IMPERIAL: AT-ST
While not as imposing as the AT-AT, the AT-ST still served as a significant addition to the Imperial side. The two-legged vehicle, dubbed the 'scout walker' by many, serves as both a reconnaissance and a general patrol vehicle.



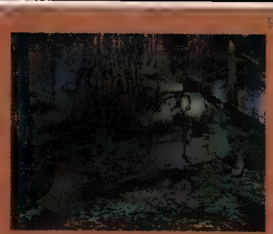
IMPERIAL: SPEEDER BIKE
Soaring at amazing speeds on reconnaissance and patrol duties, the Imperial speeder bike is a slim, single-person repulsor lift conveyance. The lightweight bike can reach speeds in excess of 500 kilometres per hour. Fast, eh?

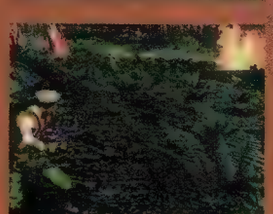
GAMEPLAY
Compared to the emptiness of Hoth, the battle on Endor should prove much more interesting for strategy fans. Zipping in and out of trees on speeder bikes and jaunting around in an AT-ST should be immense fun, but there's also the prospect of being backed up by an army of Jabbering Ewoks. They could even help you with their hand-made traps, squashing Imperial craft with logs and making AT-STs fall over. We can but hope.

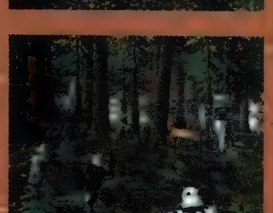
C3-PO's Travel Guide

Threepio says:

Is nature calling you? Then get your tootsie over to Endor's forest moon. There's loads of trees to slash behind. Anyway... Oh, Jiminy Cricket! [laser fire rips through the forest] I've just been shot in the freakin' face! Will this perpetual torment ever end?



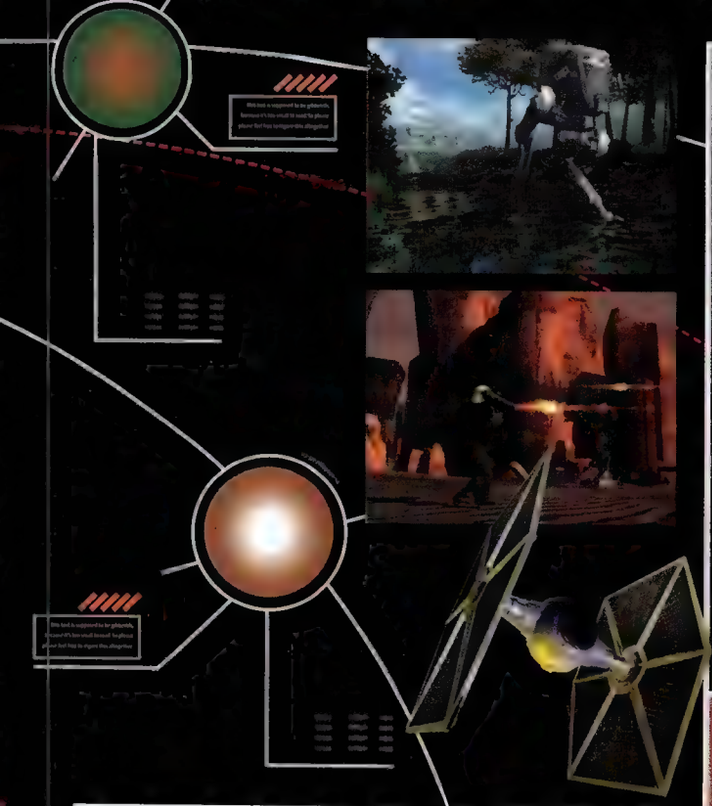




LIKELY TO FIND
Hapless rebels, inexplicably inept Stormtroopers, small furry squeeking men.

WHAT TO PACK
Two dry sticks, a tent, a small gas stove, some rations and Ray Mears.

THINGS TO DO
The Ewoks throw a cracking party, but their music is, frankly, shit.



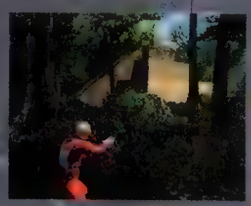
A NEW HOPE
THE BATTLE OF YAVIN IV

This jungle moon was colonized by ancient Sith warriors and their Massassi slaves over 5,000 years before the Rebel Alliance landed there in A New Hope. The massive stone temples are incredibly strong and make for perfect hangars and command facilities. The planet is covered in thick jungle, although there are huge clearings flanked by massive waterfalls as well.

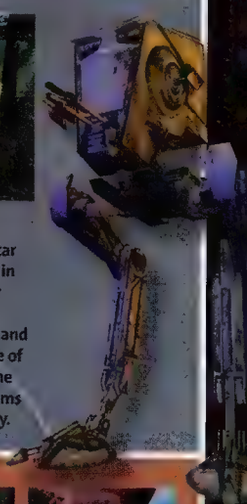
VEHICLES

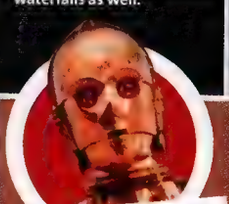
REBEL: X-WING
Pressed into service time and again, the typical Alliance X-wing shows many scars from previous engagements. Though the fact that they still perform under these conditions is an indication of the rugged nature of the craft.

REBEL: Y-WING
Growing increasingly outdated with the advent of sleeker, more powerful star fighters, the Y-wing nonetheless has a proud track record of service in the Rebel Alliance. The craft is equipped with twin forward-firing laser cannons. They might look rubbish, but they're the nuts.



GAMEPLAY
Think Vietnam... only with star fighters, laser guns and men in ridiculous hats. The scope for tactical creeping and all-out warfare is limitless on Yavin, and the huge bases on either side of the foliage will make for some interesting match-ups as teams fight for each others' territory.

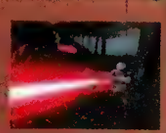




C3-PO's Travel Guide

This humidity plays hell with my circuitry, but you'll love it. Warm climate, nice scenery, huge temples. Yes, it's ver... [spark, crackle, fizz] oh bollocks! That's torn it – I've just blown my motor functions. It's just one thing after another. Curse you, Lucas. Curse your hackneyed, slapstick screenwriting!

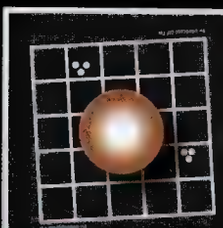
LIKELY TO FIND
Shrubbery, trees, grass, bushes, waterfalls and cowering Rebels. Also, check out the charred Rebel base. Lovely.



WHAT TO PACK
A mosquito net, thick socks, a canteen of fresh water and a hardened Vietnam vet.

THINGS TO DO
Frolic in the waterfall, get a tan and visit the temple for a bit of local culture.

"IMAGINE A SWATHE OF SNOW SPEEDERS DESCENDING ON AN AT-AT AS TROOPS GIVE COVERING FIRE"



THE PHANTOM MENACE
THE BATTLE OF TATOOINE

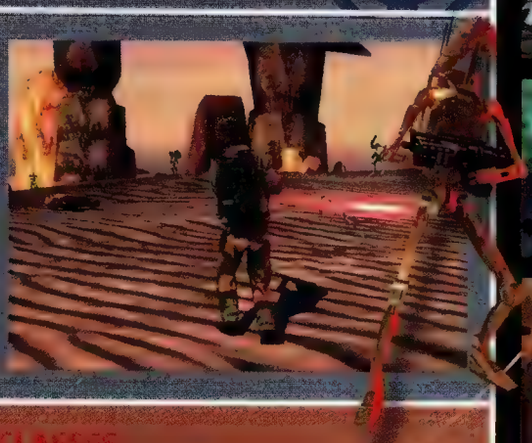
Tatooine is beyond the reaches of Republic and Imperial law. Even the Trade Federation lacked a presence on the desert planet. Tatooine is a mixture of hard-working locals attempting to extract a living from the unforgiving environment and transients visiting the world for illegal ventures.

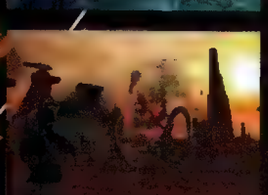
VEHICLES

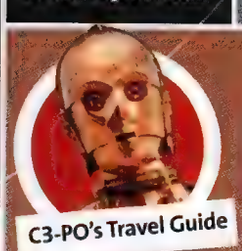
REBEL: SAIL BARGE
The huge anti-gravity pleasure craft that Jabba the Hutt uses to travel the dunes of Tatooine is called a Sail Barge. The craft has three decks, its upper one covered with large sails. When the engines are off, the wind propels it across the sands.

IMPERIAL: STAR DESTROYER
This wedge-shaped ship is loaded with weaponry – turbo lasers and tractor beam projectors dot its surface. Its central bay can launch TIE fighters, boarding craft, land assault units, hyperspace probes, or be used to hold captured craft.

GAMEPLAY
Like Hoth, the wide-open desert is ideal for huge battles. With Star Destroyers flying around and Sail Barges and dozens of troops running around, it'll be the game's highlight. There's also a working Sarlacc Pit, which could be the best thing in a game ever. Even if it is just a big, fleshy hole full of flicking tentacles.







C3-PO's Travel Guide

Ah, Tatooine. It was here that pumpkin-headed brat Anakin Skywalker created me from the crusted remains of a George Forman spacegrill. It's also where I... argh! I've just stumbled blindly into a Sarlacc Pit! I'm cursed, I tell you! Frikkin' cursed!

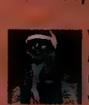
LIKELY TO FIND
Hutts, droids, dewbacks, krayt dragons and men in crap rubber suits.

WHAT TO PACK
Beige clothes, a land speeder and a T-16 (to bullseye Womprats).

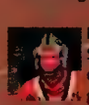
THINGS TO DO
Go and get legless (and perhaps armless) at the Mos Eisley Cantina.

CHARACTER CLASSES

SOLDIER
An all-rounder class. Can man vehicles and use weapons to a decent degree, but ultimately lacks the specific skills of other classes.

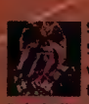


VANGUARD
Mobile troops that're specifically used to steal and control enemy vehicles. If you want an AT-ST, a Rebel Vanguard is your best bet.



PILOT
Star fighters are harder to control than anything else in the game, and that's where pilots come in very handy. They can also repair damaged vehicles given enough time.

MARKSMAN
Marksmen have the specialized task of finding and eliminating targets from a safe location. They are deadly accurate and can help even the odds on the battlefield.



SMUGGLER
Smugglers possess versatility which makes them well worth the high fees they charge. The Rebel Alliance often calls upon them to support battle-weary Rebel Troopers.

ANTI-ARMOUR
Carry rocket launchers and mines. Useful for taking down AT-ATs and armoured vehicles.

TOP 40 PS2 CHART

Welcome to the charts pages. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!

NEW #1

1 SPIDER-MAN 2

This sterling effort from developer Treyarch is the exception to the rule that movie licenses are huge piles of shit. Coat the city in web, knock criminals around and fetch baloons for weeping children. Now, where's that last bloody skyscraper token...

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	NE	SPIDER-MAN 2 ■ Developer: Treyarch ■ Publisher: Activision	92%
2	1	DRIV3R ■ Developer: Reflections ■ Publisher: Atari	90%
3	NE	ATHENS 2004 ■ Developer: Sony ■ Publisher: Sony	59%
4	2	SHREK 2 ■ Developer: Luxoflux ■ Publisher: Activision	78%
5	3	SPLINTER CELL: PANDORA TOMORROW ■ Developer: Ubisoft ■ Publisher: Ubisoft	88%
6	NE	ONIMUSHA 3: DEMON SIEGE ■ Developer: Capcom ■ Publisher: Capcom	92%
7	5	HARRY POTTER: PRISONER OF AZKABAN ■ Developer: EA Games ■ Publisher: EA	76%
8	9	SINGSTAR ■ Developer: London Studios ■ Publisher: Sony	90%
9	NE	TIGER WOODS PGA TOUR 2004 ■ Developer: EA Sports ■ Publisher: EA	81%
10	13	FIGHT NIGHT 2004 ■ Developer: EA Sports ■ Publisher: EA	88%
11	6	READ DEAD REVOLVER ■ Developer: Rockstar ■ Publisher: Rockstar	86%
12	11	SONIC HEROES ■ Developer: Sonic Team ■ Publisher: Sega	66%
13	7	HITMAN: CONTRACTS ■ Developer: IO Interactive ■ Publisher: Eidos	90%
14	6	TRANSFORMERS ■ Developer: Melbourne ■ Publisher: Atari	83%
15	NE	WORLD CHAMPIONSHIP SNOOKER ■ Developer: Codies ■ Publisher: Codies	80%
16	17	LOTR: RETURN OF THE KING ■ Developer: EA ■ Publisher: EA	86%
17	NE	ENGLAND INTERNATIONAL FOOTBALL ■ Developer: Codies ■ Publisher: Codies	62%
18	8	TOM CLANCY'S RAINBOW SIX 3 ■ Developer: Red Storm ■ Publisher: Ubisoft	77%
19	12	CRICKET 2004 ■ Developer: HB Studios ■ Publisher: EA	68%
20	9	SCOOBY DOO: MYSTERY MAYHEM ■ Developer: AM&M ■ Publisher: THQ	51%
21	16	FINAL FANTASY X-2 ■ Developer: Square Enix ■ Publisher: EA	83%
22	18	MOH: RISING SUN ■ Developer: EA ■ Publisher: EA	83%
23	11	WORMS 3D ■ Developer: Team 17 ■ Publisher: Sega	80%
24	13	RUGBY 2004 ■ Developer: HB Studios ■ Publisher: EA	80%
25	17	THE SIMS: BUSTIN' OUT ■ Developer: EA ■ Publisher: Konami	70%
26	23	MAFIA ■ Developer: Gathering ■ Publisher: Take 2	79%
27	20	PRINCE OF PERSIA: SANDS OF TIME ■ Developer: Ubisoft ■ Publisher:Ubisoft	87%
28	22	FINDING NEMO ■ Developer: THQ ■ Publisher: THQ	71%
29	24	WWE SMACKDOWN: HCTP ■ Developer: Yuke's ■ Publisher: THQ	88%
30	27	TRUE CRIME: STREETS OF LA ■ Developer: Luxoflux ■ Publisher: Activision	74%
31	29	GTA: VICE CITY ■ Developer: Rockstar ■ Publisher: Rockstar	97%
32	28	TONY HAWK'S UNDERGROUND ■ Developer: Neversoft ■ Publisher: Activision	92%
33	30	EYE TOY: GROOVE ■ Developer: SCEE ■ Publisher: SCEE	68%
34	31	GTA DOUBLE PACK ■ Developer: Rockstar ■ Publisher: Rockstar	97%
35	32	SSX3 ■ Developer: EA ■ Publisher: EA	94%
36	21	BAD BOYS 2 ■ Developer: Blitz ■ Publisher: Empire	51%
37	34	MANHUNT ■ Developer: Rockstar ■ Publisher: Rockstar	91%
38	36	LEGACY OF KAIN: DEFIANCE ■ Developer: Crystal Dyn. ■ Publisher: Eidos	79%
39	NE	THE CAT IN THE HAT ■ Developer: Magenta ■ Publisher: Vivendi	27%
40	39	BALDUR'S GATE: DARK ALLIANCE 2 ■ Developer: Black Isle ■ Publisher: Acclaim	82%

06 ONIMUSHA 3: DEMON SIEGE

Some online stores are giving away a limited edition 'Making Of' bonus disc when you buy *'Musha*. Great!

11 READ DEAD REVOLVER

Surprisingly hardcore shooting action topped off with a truly inspired Wild West atmosphere. Give it a shot, partner.

30 TRUE CRIME

Why is this still in the charts? It was decent at the time, but now it's clapped out nonsense that no one should ever play again.

39 THE CAT IN THE HAT

Shat in the hat is more like it. This deeply awful platformer is still infecting the charts. Someone put it down, eh?

AMERICAN TOP 5 PS2 GAMES

1	NBA BALLERS	■ Developer: Midway ■ Publisher: Midway
2	MVP BASEBALL 2004	■ Developer: EA ■ Publisher: EA
3	FIGHT NIGHT 2004	■ Developer: EA ■ Publisher: EA
4	RESIDENT EVIL: OUTBREAK	■ Developer: Capcom ■ Publisher: Capcom
5	HITMAN: CONTRACTS	■ Developer: IO Interactive ■ Publisher: Eidos

JAPANESE TOP 5 PS2 GAMES

1	LET'S MAKE A J. LEAGUE CLUB...	■ Developer: Sega ■ Publisher: Sega
2	JISSEN PACHISLOT HISSHOUHOU	■ Developer: Sammy ■ Publisher: Sammy
3	BATTLE: GACHA MEGA STADIUM	■ Developer: Sony ■ Publisher: Sony
4	XENOSAGA II: JENSEITS VON GUT	■ Developer: Namco ■ Publisher: Namco
5	WATARU SEKAIWA ONIDARAKE	■ Developer: Asmick Ace ■ Publisher: Asmick Ace

The Ballers have taken over the top spot in America, but the Japanese are still going mad for J League Soccer management.

MOST WANTED

THIS MONTH:

WILL KING

FROM BISHOPS STORFORD

Tell us what games you want to see and we'll get 'em for you!

1	GTA: SAN ANDREAS	■ Developer: Rockstar North ■ Publisher: Rockstar
2	MERCENARIES	■ Developer: Pandemic ■ Publisher: Activision
3	PRO EVOLUTION SOCCER 4	■ Developer: Konami ■ Publisher: Konami
4	GRAN TURISMO 4	■ Developer: Polyphony Digital ■ Publisher: Sony
5	CALL OF DUTY: FINEST HOUR	■ Developer: Activision ■ Publisher: Activision

Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be The Best PlayStation 2 Magazine In The World Ever, but wished that we'd done a bit more on Mobile Suit Gundam Z: AEUG Vs Titan? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name.....

Address.....

.....

.....

What do you want?.....

.....

.....

10 THINGS YOU MUST DO THIS MONTH

1	Start an ironic petition to get Andy Townsend's tactics truck on BBC's MOTD.
2	Life skill (1 of 9896): When making coffee it's 'milk, then water', for tea 'water, then milk'.
3	Try and organize a music festival in your back garden. You'll fail, but try anyway.
4	Find nature. Climb a hill, trek across a field, prance around with the birds, swim in a lake.
5	Create a language then form your own country on a traffic island somewhere.
6	Dress up like *Viewtiful Joe* and run around the streets, fighting imaginary crime.
7	Fill your mouth with tissue paper and pretend to be a mafioso.
8	Start speaking and writing in binary machine code for no apparent reason.
9	Buy a big perspex ball and roll around town collecting litter.
10	Buy a Futurama DVD box set and decide whether its better than The Simpsons.

5 THINGS TO DO... WHILE EATING IN A VERY POSH RESTAURANT

1	Ask for a bottle of white wine and send it back claiming its "too yellow".
2	Repeatedly mispronounce 'hors d'oeuvres' as 'whore doves' to annoy the waiter.
3	Shout "Butter my arse!" very, very loudly every seven minutes until you're thrown out.
4	Belch the A-Team theme tune and ask the maitre d' to lick ketchup off your buttocks.
5	Make a noise like a baby crocodile and jaunt around in the style of a hen.

TOP 10 DVDS

What's big in DVD movie rental

1	STARSKY AND HUTCH
2	SCHOOL OF ROCK
3	WELCOME TO THE JUNGLE
4	MONA LISA SMILE
5	ALONG CAME POLLY
6	OPEN RANGE
7	COLD MOUNTAIN
8	OUT OF TIME
9	LOST IN TRANSLATION
10	THE SIMPSONS: SERIES FOUR

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日本一 SOFTWARE

PlayStation®2

100% Confirmed

Sick of wild speculation? Want a hard fact blast? Then read on to discover every 100% confirmed feature in *GTA: SA*.

Locations

Countryside:

Leafy Hollow
Back O Beyond
Flint County
Shady Creeks
Whetstone
Angel Pine
Mt Chilliad
Fern Ridge
Red County
Dillimore
Richman
Mulholland
Las Colinas
Jefferson

Los Santos:

Canton
El Corona

San Fierro:

Hashbury and Garcia
Cranbery Station
Garden Bridge
Paradiso
Juniper Hill
Westpack
King
Calton Heights
Esplanade North

grand theft auto San Andreas™

Katana-waving Triads, pimped-out rides and breaststroke at sunset under the Golden Gate bridge. PSM2 takes an exclusive look at San Fierro and discovers *San Andreas'* best kept secret...

Ok, let's do the maths. We're one of two people who share the secrets of San Fierro. Maybe ten including PR folk. Or about 100 if you include the developers. Either way, right now – as we slump on our desk after a whirlwind trip to Rockstar's New York HQ – we know more about *GTA: San Andreas* than 99.999% of people who'll eventually play it. Note the decimal places. We're part of an elite club comprising 0.001% of the *GTA*-loving universe (100/10,000,000 potential players x 100 = 0.001%, right?). And that's provided they don't sell more copies of *San Andreas* than the ten million plus they shifted of *Vice City*. Good news? We'd like to invite you – the discerning reader of PSM2 – to share the secrets. Which puts us, together, in the top 0.601% of all *GTA* fans. Sound good? When we share what we've seen, it's going to sound *great*.

GTA san andreas

100% Confirmed

Sick of wild speculation? Want a hard fact blast? Then read on to discover every 100% confirmed feature in *GTA: SA*.

Music

Rockstar promise "A full sweep of the dial", and confirmed stations include:

SF-UR
Flash FM
Hit Radio
K-Jah West FM

Confirmed genres (we've heard them) include:

Country
Rock
Funk/Soul
Reggae House
Alternative
Hip Hop

SPOT OF BOTHER: The cops have got choppers, but you'll be able to steal your own later on.

Ok, sorry. We almost cracked on the plane. Picture the scene: some fat guy's sat in our aisle reading a US games magazine. We almost leant over and told him all about being able to swim, learn karate or – sod it – pimp your ride. But we didn't. We let it well up inside us. And it's driving us mad. We didn't even breathe a word about San Fierro – that's *San Andreas'* version of San Francisco – even though our natural inclination was to dance around the plane flicking V-signs and shouting "We've seen San Andreas!". In any case, the flight attendant would've killed us. And we *did* want that boiled breakfast.

One day later. We're back at our desk, and – Sweet Mary Jane – we've seen *San Andreas*. Like *really* seen *San Andreas*. We've witnessed three early missions from Los Santos, scoured the open countryside, knelt atop Mount Chiliad and – the first magazine in the world to do so – explored San Fierro. How was it? Incredible. And confusing. And frustrating. But we're getting ahead of ourselves. Let's start at the beginning. Allow us to take you into Rockstar's aspirational Manhattan office (pine floors, arcade machines, to-die-for receptionist, and actual real live *dogs*... it's depressingly liberal) and into the swishy demo room. Jeff, the American PR geezer, fires up the code and we slouch back into the famous leather sofa to suck it all in.

"Some people are in for a shock when they realise that underneath it all you can see the skeleton of Vice City"

NOUGHT TO HAIGHT-Y: CJ's muscle car (pre-modification) cruises through the *San Andreas* version of Haight and Ashbury.

VIOLENCE IS GOLDEN: *GTA*'s version of the Golden Gate bridge is a staggering – fully operational – replica.

Welcome to San Fierro

Bang. We're staring at CJ, the lead character, but are forced to blink. He's now sporting a loose afro, handlebar 'tache and hooded top (with the Rockstar logo), plus black Converse All Stars. It's our first glimpse of the extensive character customisation options – more on that later. He's stood in San Francisco's hippy neighbourhood Haight and Ashbury – the home of the 1960s Free Love movement – now renamed Hashbury (groan) and Garcia in vintage Rockstar style. The buildings are quaint and flat-topped, selling beatnik goods and knick-knacks. A Hippy Shopper store (double groan) lies in the background, with a VW Camper Van parked out front. A 3D Indian clown character protrudes from one of the shop fronts – a nice touch – and the vibe is crisp and sleepy.

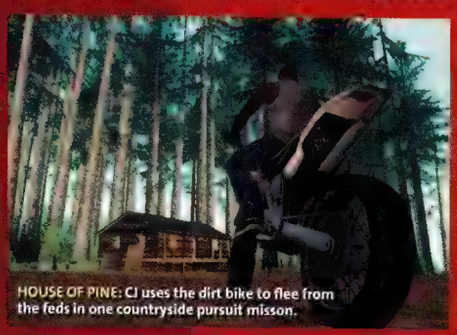
Wasting no time, CJ leaps on an NRG 500 bike (like the sports bike from *Vice City*) and cruises down the street. Jeff from Rockstar flicks the camera into a side view so we can get a closer look at the pedestrians. The variety is incredible – from scruffy homeless bums, to suit-wearing professionals and ladies in breathtakingly scant bikinis. Y'know, dental floss-style bikinis. Before we can ogle her, CJ rides past a selection of open-air markets, pipe shops and convenience stores before

cruising past the (quasi) famous Garcia Park. Huge swirling statuettes rise from the floor bedecked in shiny mosaic stones – another incredible piece of peripheral detail. Before you ask – yes – the road gives way to a steep incline. We're cruising down a harsh 45° slope, like a scene from the classic Steve McQueen movie Bullitt. In no time, CJ pulls up outside a gym – or rather, Dojo – and we get our first look at combat training.

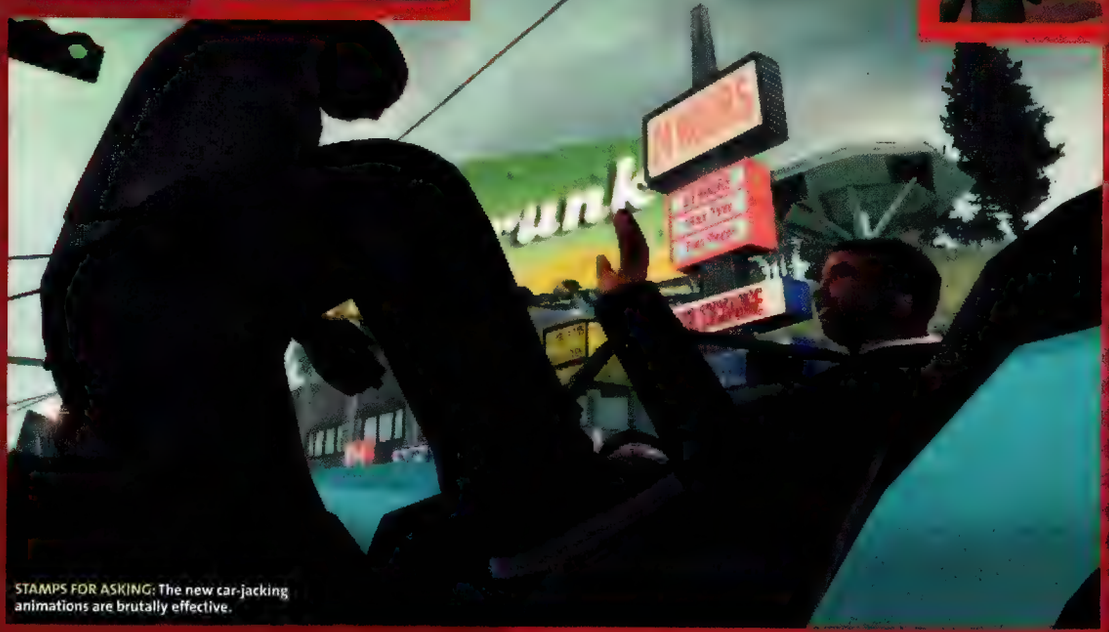
Cobra Martial Arts

CJ enters Cobra Martial Arts (an open plan building with floor mats and rich red Japanese-style pagoda walls), the San Fierro gym. Each state will have its own unique gym, teaching specific skills and building unique attributes from speed, to stamina and strength. For example, the Las Venturas gym ("No, you can't see it yet," quips Jeff) is a scuzzy place where you can learn roughneck street fighting techniques. The Los Santos gym is more like a traditional boxing club where you can practice punch combos and build up stamina on the bags. The San Fierro Dojo, however, is the home of martial arts. CJ strolls up to one of the Sensei's (indicated by the usual tube of light to indicate an interaction point) and starts chatting. This is our first glimpse of the new conversation system. The Sensei asks if you'd like to train, and you tap the D-pad left to say 'no', right for 'yes'. It's basic, but effective, and the mechanic is repeated throughout the game. We say 'yes'. Natch.

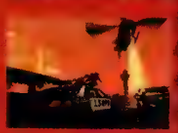
During a brief in-game cutscene, the Sensei demos a new finishing move – the drop heel kick – used to crush fallen foes. CJ repeats the move and – bingo – that's it. You've learnt a new attack. *GTA* isn't becoming a complex beat-em-up, mind. Each new attack replaces a previous skill in your repertoire, so whereas, say, you enter the gym as a boxer, you leave as a martial artist. You can even combine your styles to create your own unique fighting technique. CJ only has about three standard attacks, which flow in combos to give the illusion of variety. You can now lock onto an enemy without holding a weapon (just hold L1), and move around him as the camera tracks your movement. You press ⊡ to block, while ○ and △ unleash a different attack. CJ then trains with a further two Sensei's, learning a vicious running front kick, and a stylish roundhouse (CJ hooks his heel behind the enemy's neck like Bruce Lee).



HOUSE OF PINE: CJ uses the dirt bike to flee from the feds in one countryside pursuit misson.



STAMPS FOR ASKING: The new car-jacking animations are brutally effective.



Devil's Advocate

WILL SAN ANDREAS LIVE UP TO THE HYPE?

no! Let's get brutal for a second. Perhaps the game will fall victim to its own ambition? Although the scale of the countryside area is impressive, the scenery is blighted by pop-up and some dubious textures. When CJ takes to the air in San Fierro, it's like the world is drawing in front of your eyes. Sure, Rockstar will inevitably *reduce* the graphical glitching, but we just don't think our creaky 'ol PS2 can handle environments of this ambition. Sorry.

Although the game promises the earth – eating, driving, fighting, trading, modding etc – each facet is completely ordinary. The fighting sections aren't much more demanding than Square's dire scrapper *The Bouncer*. The stealth kills seem token, with no explicit rules of detection. Think how infuriating the stealth sections in *The Getaway* felt because Sony forgot to flag when you could and couldn't be seen. The new targeting method is welcome, but so efficient – thanks to the ruthless priority targeting – you seem to be able to blow away screens of goons without breaking sweat. Same goes for drive-bys – your AI chums do all the work.

The more the game offers, the more it frustrates. Will you be able to have conversations with everyone? Or just a select plot-enhancing few? The car modding is fine, but offers zero payback in terms of performance. It's just an aesthetic nicety. There might just be too much needless wandering around performing tasks that mean nothing. And honestly. Who really wants to worry about their weight in a videogame?

The early missions are distressingly linear, with a reliance on scripted 'wow' moments. Such is the level of general freedom; the game is forced to reign you in. The Reuniting the Families mission is basically the shooting bit from *Bad Boys*, with the driving sections from *Enter the Matrix*. Goons cue up to get shot, the car rumbles on a set path while you wobble the gun around and it all ends in an 'invisible' set path where you're forced to drive through a billboard. Worse, parts of San Fierro and Los Santos feel empty and eerily redolent of the shonkier bits of *GTA3*. Sure, it'll probably be distracting and slickly packaged, but ultimately a case of 'more', rather than 'better'.

yes! OK, sure, there's the odd graphical glitch, the aiming's ruthless and the fighting's perfunctory, but that's the point. These elements are *supposed* to be unobtrusive so you can get on with the key task of having fun. The levels of customisation – however aesthetic – are incredible. Each and every person who plays *GTA: SA* will have a unique experience. There's so much to explore. You could lose days just looking for the ultimate car, modding it to the max, then seeking out every insane stunt.

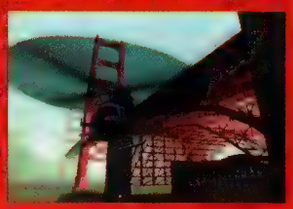
The countryside sections contrast brilliantly with the smog of Los Santos, offering the freedom and sheer driving fun of *Smuggler's Run*. The view from Mt Chilliad is staggering. How many other games can list sightseeing as one of their features? On the drive back into Los Santos, climbing the winding hill past the mansions of Vinewood with <deleted> on the radio (trust us, it's a classic tune) as the sunset morphs from tangerine to deep purple casting hazy rays through the treetops, the game verges on the spiritual. It's beautiful. Serene, even. Exactly like driving on a quiet country road listening to your favourite music.

There's nothing cynical about *Grand Theft Auto: San Andreas* – don't be fooled by the overtly popular hip-hop leanings. There's something for everyone, from bikes to tanks, mountains to ghettos, reggae to hard rock and country. It's a game where you can buy burgers, exercise at the gym, use your strength to perform more efficient carjacking, customise your ride, drive into the hills at sunset, rob some hillbillies, ride quad bikes across the plain, fly the Dodo off Mt Chilliad, cross the desert and spend all your winnings in Las Venturas before taking the chopper to your bayside pad in San Fierro. No joke. You *can* do all this in one session of play. And it *does* look beautiful – the lighting effects are stunning, the levels of customisation unprecedented.

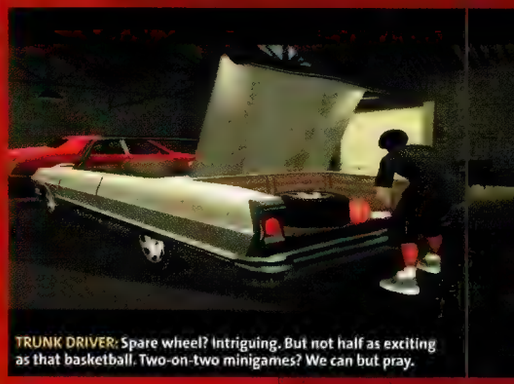
Bottom line: it's better than the best game on PS2, and at least four times bigger. You'd be a curmudgeon or a madman not to find *something* that appeals. It's a landmark game for PS2 – if not all videogames – in the scale and freedom of the universe it dares to create. Every single inch of the world – from billboard puns, to chirpy pedestrians, to the last word of dialogue – bleeds care and attention. It's a labour of love, and all but the most cynical will drink from it from the second they pick up the pad. If you don't buy this, there's no point in playing a videogame again.

GTA san andreas

WHIRLY RISER: There're rooftop helipads dotted throughout the three cities for ease of transport –including this one in San Fierro.



DINGHY DO WELL: You can boatjack small vehicles, like this dinghy after the refugee mission.



TRUNK DRIVER: Spare wheel? Intriguing. But not half as exciting as that basketball. Two-on-two minigames? We can but pray.

Before you leave the Dojo, you're given the chance to test your moves on a hapless combatant. Sweet.

Pimp My Ride

We start a new mission. CJ carjacks a passing vehicle (showcasing the violent new animations – CJ kicks the driver before he enters the car) and the radio kicks up an interesting surprise. We can't say *what* songs we've heard – Rockstar claim they haven't finalised the track list, though the songs do sound *suspiciously* well-synched with the DJ chatter – but we can confirm the station, K-Jah West FM. It's reggae and dub. Don't sweat, there're loads of new stations in *San Andreas* (see our 100% Confirmed list), but it does indicate the regional nature of the tunes. Suddenly, we're off, cruising through the zig-zag hilly streets and pockets of sweeping fog in vintage San Fran fashion. We even pass the site of the 1989 earthquake, in the mythical area of Doherty, indicating the historical realism. "Look," points Jeff, "can you see the tram tracks?". Sure enough, San Fierro features a working trolley system and – yes – you can drive one. Sadly, we don't get to see them in action.

CJ pulls up at a garage, which – hinting at a revised property acquisition system like *Vice City* – he's bought with some other friends. He hooks up with Cesar (sporting a head scarf and droopy 'tache), an old pal from Los Santos whose been dating CJ's sister Kendall for quite some time. The friends decide to steal some new motors from Otto's Autos, located in the San Fierro version of the real life Embarcadero area (pointless fact: Embarcadero was the real life home of the late '80s/early '90s San Fran skate scene thanks to its divine arrangement of blocks, steps and rails – but the area got smashed up in the mid 90s). The guys drive through the towering skyscrapers of the financial district and past the imposing Garden Bridge (San Fierro's version of the Bay Bridge). They also pass a helipad, on top of a swishy apartment building by the sea. "This is where the big money players land their choppers when they come to perform financial transactions in San Fierro," reveals Jeff. We're not certain, but this looks like a property you could acquire for mega-bling kudos.

The friends zoom past the Transamerica building (the tallest point in San Fierro) and pull up at Otto's Autos. The dance music (we're dying to tell you, it's a classic house tune) stops dead. Cesar and CJ head up to the second floor, a panel glass showroom. In a cutscene, Cesar 'persuades' the owner to lend him the cars, by jumping in and driving out of the window with you in pursuit. The camera pans. Glass shatters and the cars shunt the tarmac. CJ has to chase Cesar through the streets of San Fierro until they reach the safe house. It's a shameless excuse to recreate the classic driving scenes from Bullitt or The Rock. The cars weave through tight traffic on the vertigo-inducing slopes while the music pumps and Cesar tears ahead. The inner city gives way to open suburbs,

> "CJ trains with a further two senseis, learning a vicious running front kick and a very stylish roundhouse kick"

PISTOL RIPPED: You can yank another bloke out of his motor while pointing your shooter. What's wrong with 'please', eh?

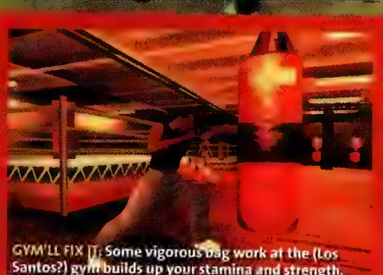
It's a mod, mod, mod, mod, world!

You can personalise almost every element of *San Andreas*, from CJ's tattoos, to fighting style and even his physique. There's no fitness formula as yet so, for example, two beefburgers don't equal, say, a three mile BMX ride (or one mile run) to work the weight off. Your fatness effects the way pedestrians treat you, and makes certain missions harder if you're unfit. Honestly, the mind boggles.

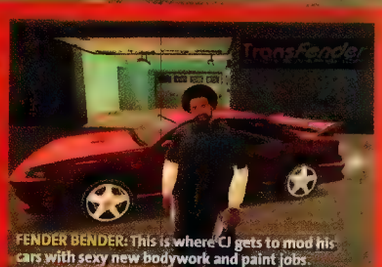
TAT'S ENTERTAINMENT: We're not sure whether you need to have removed with laser surgery yet. And we're only half joking.

LARD AS NAILS: Fatness isn't directly linked to strength, so tubby here might still be a good fighter.

SQUAT ARE YOU WAITING FOR? CJ's recovery time improves the more you exercise – just like life.



GYM'LL FIX IT: Some vigorous bag work at the (Los Santos?) gym builds up your stamina and strength.



FENDER BENDER: This is where CJ gets to mod his cars with sexy new bodywork and paint jobs.

and the straight roads become winding curves. In one section, CJ barrels over a steep incline at speed, as the camera pans in slo-mo for a gratuitous insane stunt. "Holy shit!" we scream internally, as Jeff lets out an involuntary laugh. It's pure feel-good stuff. There's even motion blur on the car as you screech around hairpin corners.

Eventually, we reach the trolley station and a new garage, Transfender. This is the big one – a place where you can pimp your ride and customise your cars to the nth degree. It's what all the *GTA* message boards have been calling for. Does it deliver? Ye-es. Let's explain. We're staring at a Japanese-style muscle car (the one we nicked) and a menu with seven custom options: Exhausts, Front Bumper, Rear Bumper, Roof, Spoilers, Wings and Wheels. Jeff scrolls through some car colours (with the left analogue) as the car morphs from deep blue to rude yellow. Jeff works through the options methodically, as the car evolves from its frumpy shape into pimp-ass flowing curves (FYI: a standard front bumper costs $970, so you'll need to save). Add the rude chrome rims and – yes – we've got one hell of a ride. It's like something out of *Need For Speed Underground* or *Juiced*. But, best of all, you can customise almost every car in the game.

One warning, mind. The customisation does nothing to the performance of your car. It's purely aesthetic (though it should boost your Total Respect bar). The only way to make your car faster is to fit a nitro, accessed by holding ◎ + ⊗ mid-ride). And the nitro is *fast*. Despite our crazy pleading, it doesn't seem possible to fly your custom rides in a jumbo jet between cities, so you'll have to drive the whole way across the countryside to use your fave motor in each city. You will, however, be able to store your cars in garages – a car in every port.

CJ takes the car out for a spin. Flash FM burns on the radio. We scream up trademark streets before reaching the famous Lombard Street – the windiest hill in the world. Perhaps. The snaking path really shows off the game engine's graphical flexibility, with the towering Transamerica building shimmering over the pitch potch of low-rise suburban accommodation and skyscrapers on the horizon.

100% Confirmed

Sick of wild speculation? Want a hard fact blast? Then read on to discover every 100% confirmed feature in *GTA: SA*.

Vehicles

FCR 900 bike
Monster Truck
ZR350 Sports Car
Dodo (with wings)
Quad Bike
Tanker
School Bus
Golf Car
Low Rider Mustang
Trains
Boats
Surprises!
BMX
Cement Mixer
NRG 500 Bike
Tow Trucks

SPOKE OF THE DEVIL: You can perform basic bunny hops, endos and 360's on the BMX while losing some weight.

Meet the Triads

The car screams off toward Chinatown – bang! CJ prangs another car, proving the damage system is firmly in place – and on to our third, and final, mission. We're going to meet Wu Zi Mu ("his friends call him Wuzi"), the oriental gentleman on our cover art: an eccentric who helps the Triads gang. He's blind, hence the geezer holding his arm.

The mission: The Da Nang Thang. Wu Zi wants to free some immigrants who are trapped in a tanker by the bay. After a brief cutscene (we're not allowed to see it – again), CJ takes off in a chopper high over the bay. As the fog rolls by, you get a real sense of scale. You can see the panorama from the Garden Bridge to the suburbs to the quirky pier system. One thing – the pop up is terrible. Jeff assures us this will change (we believe him) but it does show just how ambitious the game is trying to be given the limitations of the hardware. As you approach the tanker, CJ takes the role of gunner (it's like *Time Crisis* since you can't steer), popping grenades at the mercenaries below. In a scripted moment, the chopper takes a

Your first look at the world of San Andreas

Hastily scribbled by us then redrawn for your exclusive pleasure

We only caught a five second glimpse of the map before Rockstar clocked on and turned it off, but scribbled manically and spotted this island section linked to the mainland with bridges. It must be San Fierro, linked to the countryside with the Golden Gate (Gant) and Bay (Gant) Bridges.

There *will* be a large desert section – probably leading to Las Venturas, *GTA*'s version of Las Vegas – but we're not sure of its location yet. This is our best guess based on a (flipped) version of real-life geography.

Unless our eyes have been replaced with marbles, Los Santos is definitely in the lower right section of the *San Andreas* world map. We also know it's linked to the countryside – we drove though the Vinewood hills into the country in one mission –so the map should be highly accurate.

PUFF, THE MAGIC DRAG-GANG: If this isn't a blunt – y'know, a doobie, a reefer, a joint – we'll be highly surprised. Highly.

screen indicators and precise rules of detection). We fell the guard with ease then creep up on the second guard and attempt a shotgun headshot (achieved by *holding* the shoot button) risking the possibility of detection. Boom! Inexplicably, CJ misses and both guards storm in. Surprisingly, they pose little threat and are routinely dispatched. The auto lock-on is very efficient. Maybe *too* efficient.

We make our way down to the tanker innards. CJ faces off with a series of hidden guards in a scene reminiscent of *The Getaway*. Rolling and strafing between the scenery for cover, CJ picks 'em off one by one. You can crouch to gain greater accuracy, while a large circular reticule aids targeting. The wonky aiming of *Vice City* seems long forgotten. You lock on with L1, then use R2/R1 to cycle targets, but the game will help you with a ruthless priority targeting system. First come, first blasted. CJ wields his twin-handed Uzis with grace and – although the scene looks eerily scripted – it's dynamic and exciting. The bullets

SWIG, HARD AND NASTY: Gun? Fine, but if that's a bottle of Lemon Hooch the Dail Mail will go *mental*.

"Grand Theft Auto: San Andreas won't change your life, but it will consume it"

hit and crashes into the sea.

Cue – sound the trumpets – one of the most eagerly requested new additions in *GTA: SA* – swimming. CJ front crawls away from the carnage. Let's get this straight – it's *slightly* comic, but nothing compared to the potato-limbed swimming stroke of Tanner in *Driv3r*. You tap ⊗ to crawl, and ◎ to dive, causing the screen to go all wobbly in a neat effect. Your time underwater is governed by a breath meter, which increases the more you practice. CJ's limbs move with reasonable plausibility, and there's even some comedy splashing as he breaks the waves. You also get to keep the knife as a weapon. Basically, it means accidentally driving your car into the drink no longer spells unavoidable instant death.

CJ clambers onto the tanker. It's huge and laden with those big multi-coloured rectangular storage containers you'd see in any harbour. "Introducing another major new addition," interjects Jeff, "silent stealth kills". CJ tiptoes up behind an unsuspecting guard and offs him with the knife. CJ claims a shotgun. We now clamber over a series of containers by – another new ability – dangling and pulling ourselves up the ledges. CJ is much more agile than Tommy Vercetti. We end up on a flat platform, with guards facing away at each corner. You can either wade in with the shotgun, or nail each foe silently. We take the stealthy approach, and creep behind the first guard (it looks like *Manhunt*, but without the on-screen indicators and precise rules of detection). We fell the guard with ease then creep up on the second guard and attempt a shotgun headshot (achieved by *holding* the shoot button) risking the possibility of detection. Boom! Inexplicably, CJ misses and both guards storm in. Surprisingly, they pose little threat and are routinely dispatched. The auto lock-on is very efficient. Maybe *too* efficient.

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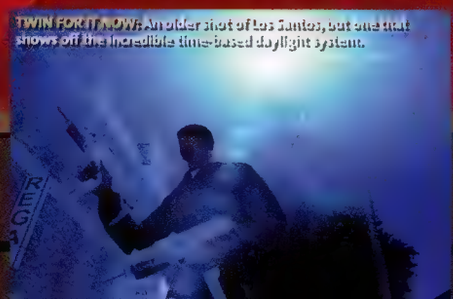
Oh, one problem. *Big* problem. You need to fight some guy called the Head Honcho, the fella who enslaved the refugees. You have to climb the ship for the showdown and – another new move – can hop over railings as you ascend. When you reach the Honcho it's a katana blade fight to the death. Dispatching his bodyguard with a solitary shotgun blast, you lock swords, block, jostle and fence utilising all your new karate moves. It's like something out of Kill Bill. Or rather, it would be if the Honcho wasn't so pathetically weak and you lopped off his head in twenty seconds. ("We're still balancing that," concedes Jeff). Mission complete, you claim $30,000 and return to shore in a dinghy.

100% Confirmed

Sick of wild speculation? Want a hard fact blast? Then read on to discover every 100% confirmed feature in *GTA: SA*.

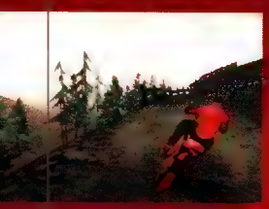
Weapons

Knuckle Duster
12 Gauge Shotgun
Rocket Launcher
Katana
Uzi 9mm (twin-handed)
Colt .45
M-16 Assault Rifle
AK-47
Ingram Mac 10
Chrome Shotgun



TWIN FOR IT NOW: An older shot of Los Santos, but one that shows off the incredible time-based daylight system.

SPRINT AND YOU'LL MISS IT: CJ needs to leg it from the cops in the early 'Reuniting the Families' shoot out mission.



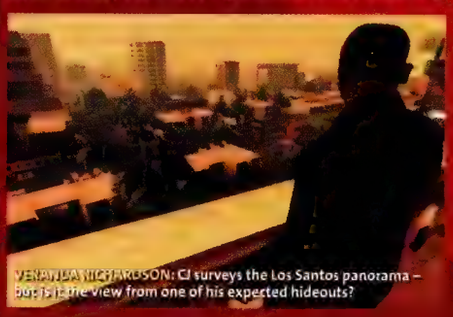
TRACTION HERO: The truck can be eased into 4WD drive mode.

"That's the end of the demo", says Jeff, as our heart sinks. "Oh actually," he adds, "there's this". The camera pans back to reveal San Fierro's version of the Golden Gate bridge, the Gant Bridge. It's epic. A polygon-for-rivet reproduction of the real thing. CJ just stands there chewing gum and fronting large while *that* bikini-clad honey strolls by and the sun streams through the suspension cables. That's our postcard moment, and the abiding image of San Fierro as we abandon the demo room for the harsh reality of a hot Manhattan street, all honking traffic and far too many bustling pedestrians.

The Last Word

Will *GTA: San Andreas* live up to the hype? Sure, some people are in for a shock when they realise that underneath it all you can see the skeleton of *Vice City*. The mechanics are familiar, the spot effects identical (like the 'donnng' when you pick things up) and you'd be forgiven for feeling a deflated sense of deja vu – much as we do when our 747 hits the tarmac in London, and the rain starts to pour. But that's missing the point. Familiar is *good*, especially when there's so much to *GTA: SA* that's alien. The scale is staggering. The graphics *are* much improved – particularly the open countryside, heaving sunsets, new character models and dynamic lighting effects. Every wild feature Rockstar are promising is in there and working fine. Some new abilities may be rudimentary in isolation, but in unison you're looking at a game character with more flexibility than any in history. Dammit – you're going to be *living* in another world.

Unbelievably, we've only seen two (of 12) countryside towns, snatches of Los Santos and San Fierro. We're yet to clap eyes on the desert, Las Venturas (that's Vegas, baby) and 100+ missions. Rockstar are claiming that the game will take 150 hours to finish and warn reviewers they'll need two weeks before they're qualified to write a word. Temper your expectations. This isn't the second coming, but *merely* the most ambitious, soulful, atmospheric, rich, detailed, absorbing and – barring a disaster – the best game on PS2. Hell, nobody outside Rockstar has even got hands-on yet. But one look and you *know*. Forget the hyperbole you may have read elsewhere. *Grand Theft Auto: San Andreas* won't change your life, but it will *consume* it. And when the game is finally released to mass hysteria on October 22nd, our 0.601% slice of privilege, is going to get a *whole* lot bigger.



VENANTIA NIGHTMOSON: CJ surveys the Los Santos panorama – but is it the view from one of his expected hideouts?

100% Confirmed

Sick of wild speculation? Want a hard fact blast? Then read on to discover every 100% confirmed feature in *GTA: SA*.

Missions

Countryside
New Model Army
Back to School

Los Santos
Menace!
Reuniting the Families

The Interview

ROCKSTAR SPILL THE BEANS*

*Not many mind

PSM2 grilled Rockstar's US PR Chief Jeff Castaneda for extra dirt on *GTA: San Andreas*. Favourite response? "Can we get back to you on that?" Closely followed by "I'll have to double check". Either way, we've excised the tastiest leaks from our *one hour* chat for your perusal below. All five minutes of it...

How will the property acquisition system work? Will there be anything to rival the Scarface-style mansion from *Vice City*?
"You can acquire properties, but we're still working on the finer details. New mansion? All we'll say is that every GTA game is an evolution, so... maybe." <laughs>

How will you transport your cars between cities?
"You'll have to drive them, but if you make enough money you can have cars in garages all over the map. Another cool thing – unlike previous *GTA* games where you left a car and it magically went missing – in *GTA: SA* sometimes the police will impound the car and you can go to the yard to steal it back. There's also tow trucks that you can carjack and use to tow other people's cars whether they like it or not."

Will Alcatraz be part of San Fierro?
"Not sure yet. We haven't seen it. We're not sure whether we're going to put it in the game."

How will the game progress?
"You open up the map bit by bit. You start in Los Santos and there'll be some reason why you can't move on. Missions will take advantage of the location. So in San Fierro There'll be lots of high speed car chases and so forth. Los Santos is where you begin, so missions will revolve more around your family, your gang, and getting used to your home town again. Some missions will span cities and county borders."

How closely do developers Rockstar North pay attention to their fans?
"Their priority is the fans, they want them to discover everything. They love reading the message boards and getting feedback. Development is definitely a democratic process. The developers have worked together for 7-8 years, almost nobody's left the team. They're very competitive and defy each other to come up with the most ridiculous goals and get as much in the game as possible. It's not a case of doing cheap market research by simply stealing the lists made by fans. The state/cities idea came from the original *GTA*, so you can see how it evolved."

Why haven't you announced the soundtrack?
"It's a long process, and it's not like we're an unknown company. We make a wish list of tunes, and then we have to check to see if it fits with the game. Some great songs may get passed by."

Has the success of *GTA* made it easier to sign music?
"Some people understand us and want to be part of the biggest entertainment event of the year. Someone else might turn around and say 'no, that will be $5m dollars'. Some people ring up saying we can work something out, we want to be part of it, others... it's like Coca Cola, some people just see us as a cash cow."

Some people predicted the game would be called *San Andreas* almost six months before the official announcement. How did they know? Were there deliberate leaks?
"No question of that. It was people trying to guess. Really hardcore fans looked at the original PSone game and worked things out. Some people sussed things out from the *San Andreas* font. It's really hardcore, and flattering for us to be part of a phenomenon where every single piece of detail is scrutinised. People even check when we've registered a website, or whatever. Of course, with a few hundred thousand people guessing, some people were bound to get it right."

What will *GTA: SA* bring to fans?
"Rockstar are determined to give players more than they expect. We don't want to disappoint. The game is for the people on the message boards. There's no attempt to move mass market. We just want to make the game incredible and give fans what they want. Our philosophy is that the game is the star. We're in the games industry, and it's the game that should be placed on a pedestal. The other pieces only enhance the experience. The cast are chosen because they work, not because who they are."

"THIS COULD BE EA'S YEAR OF PROVING THE DOUBTERS WRONG" FIFA 2005, PAGE 50!

Hands

40 VIEWTIFUL JOE
Eye-searing superhero antics in Capcom's sideways scolling scrapper. Slow down time, speed it up, and play DMC's Dante!

44 TIMESPLITTERS FUTURE PERFECT
Free Radical's follow-up to their classic FPS has us drooling in anticipation. Will this be the best multi-player game ever?

48 PRINCE OF PERSIA 2
The platformer with an identity crisis returns with a new emphasis on stylish combat. What's our verdict on the major changes?

You want more?!
Okay, how about *Tiger Woods 2005* (page 42), *Goldeneye Rogue Agent* (page 46), *Def Jam Fight For NY* (page 50), and *LOTR The Third Age* (page 50).

WELCOME...

DAN D

While most sequels are pointless rehashes of inexplicably popular tat, this year's slew of returns looks largely appealing. The new *TimeSplitters*, takes arcade FPSs to new levels of action by offering tighter gameplay and a much improved single-player mode. We say this every year but *FIFA 2005* also looks like a significant improvement. Golf fans can also breathe a sigh of relief. *Tiger Woods* is back, and despite the incongruous ghetto leanings, the unadulterated golfing goodness is better than ever.

But then we have EA's quasi-sequel to N64 favourite *GoldenEye*. In fact, it's barely even 'quasi', it's just money-slurping madness that's tenuously linked to Rare's digital masterpiece. They've even chucked in some levitation to keep things sweet with gimmick-mongers. And – yes – the lead character's got a *golden eye*. The race to make a *Splinter Cell* sequel where Fam Sisher's immune system is replaced by prickly wooden nanobots starts *now*...

PSM2 PREVIEW PROMISE

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BECAUSE WE PLAY EVERY GAME WE PREVIEW

WATCH IT ON THE DVD VIDEO

PSM2 MOST ANTICIPATED!

JAK 3

Publisher: Sony
Developer: Naughty Dog
ETA: November

Jak's back! This monster sequel is shaping up to be a fitting swan song for one of PS2's finest properties. But can it top it's much-loved predecessor?

ANTICIPATED FEATURES

- Five new vehicles, some of which have several variations.
- New and improved morph gun with even more modifications.
- Improved mission structure and narrative progression.
- Unlock special features by collecting Orbs hidden throughout the game.

The dream is over. Well, almost. Y'see, this is the last game set in the *Jak* universe to feature the titular hero and his chattering marmot sidekick. But don't fret – from what we've played, it's likely that the series will go out with an almighty bang.

Taking place immediately after the events of the previous game, Jak, Daxter and Pecker have been thrown out of Haven City and are lost in the wilds of a windswept desert. After staggering through the sands, they're captured by a group of marauders who whisk them off to the wasteland city of Spargus. It's here that the bulk of the game takes place, serving as the hub to a series of huge environments, some of which will be familiar to *Jak 2* aficionados. But don't expect a banal retread – the passage of time have made sure that environments returning from the first sequel have been massively altered.

"EVAN WELLS AND HIS CODE MONKEYS HAVE PRODUCED SOMETHING THAT TRANSCENDS FUN"

As is becoming a habit with Naughty Dog, *Jak 3* is visually one of the strongest games we've ever beheld. The amount of polygons being hurled around at any given time is breathtaking and just how they've managed to squeeze such gargantuan environments into a tiny plastic box defies lucid description. And that's without even mentioning the fluid character animation, perfect lip-synching and stunning real-time day/night cycle that transforms entire environments before your saucered eyes. There's even a complex physics system applied to the games' vehicles, making their suspension bob realistically as you career over rocks and gravel. And the beautiful thing is, the whole game world is streamed entirely from the disc, banishing the intrusive loading pauses that pepper most titles of this scale.

Naughty Dog could have gone back to the traditional platforming of *Jak & Daxter* but, wisely, they've decided to improve upon *Jak 2: Renegade*'s free-roaming mission structure. Instead of zipping around Haven City picking up missions, you now explore Spargus and it's surrounding environments for tasks. And, as there are no jet cars in the desert, you now have to bound around on bizarre lizard things called Leapers. Its an interesting transition, and the subdued atmosphere is a welcome change of pace from the heaving metropolis thrust upon us by *Jak 2*.

A couple of missions into the game, you're free to wander the vast, mountainous deserts that surround Spargus. When you first start to ramble around the landscape, it's not difficult to become overwhelmed. It's easily one of the largest game environments ever coded, and the fact that you can bound around the dunes in a Mad Max-style buggy makes things ever sweeter. Mountains rest on ►

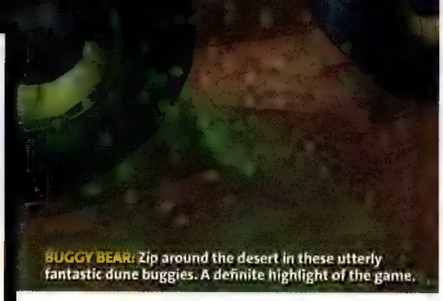
the horizon, twisting skyward, and if you feel like climbing up and surveying the *entire* desert, you can. With no slowdown, at a constant 60 frames per second, it's hard not to be impressed by *Jak 3*, and some of the *Smugglers Run*-inspired buggy missions (director Evan Wells acknowledges Rockstar's desert rambler as an influence) are games unto themselves. But the vehicle madness doesn't end there - you can get to grips with hangliders, massive robotic spiders, mech suits, jet bikes and a wide range of buggies with varying armaments and abilities. Jak's hoverboard also returns, letting you skim around with a simple tap of the R2 button. *Jak 3* is so perfectly satisfying that it makes the likes of *Pitfall* and *I-Ninja* look like rancid effluent spewed forth by some kind of horrible, retching code beast.

Jak's morph gun also makes an appearance, although there are now twice as many upgrades and modifications. One mod lets you cast forth an undulating ball of energy that swallows anything unfortunate enough to be near it. You can also tool around with a rocket launcher, a spinning pod that zips around firing at enemies, a beam gun that vomits arcs of electricity towards enemies and a railgun armed with homing bullets. The *Ratchet & Clank* influence is clear, as Jak's weapons get more and more outlandish as he receives mods from completed missions. Jak's move set remains largely unchanged, and double jumps, roll jumps and pole swings are all present and correct, but controlling him feels a lot more solid. The camera has also been refined, making adjusting the angle with the right analogue stick simpler than ever – important for the many platforming sections that litter each environment.

The missions themselves are not dissimilar to *Jak 2*'s. The (obviously) *Grand Theft Auto*-inspired 'race through rings' timed challenges return, making full use of the new vehicles. There are also protection missions where you must keep an NPC safe from gunfire, and one particularly frantic section that sees you activating rail junction switches to stop a train loaded with TNT from toppling down a ravine. Think *Chu Chu Rocket*, only without small mice. It could be said that some of the challenges are a tad unfair, but the game lulls you into a strange maddened state that means you'll keep trying until your face falls off, regardless of how cack-handed you are. Other missions take place in a huge arena rammed with hundreds of screaming spectators where you engage in Beyond Thunderdome-style battles to the death and there are objectives strewn around familiar environments such as Haven City (yes, you return, and yes, you can still nick peoples' jet bikes) and Haven Forest.

THE ROAD WARRIOR

To win a dune buggy you must race against one of Spargus' finest drivers. The circuit snakes through caves, across dunes and through muddy water. It's frantic stuff, and the fact that everyone else has massive vehicles with spikes on their wheels doesn't help. You can leap in the air with the ○ button and catch vents of Dark Eco that let you unleash a speed boost, so the key is jumping as you reach the top of each sand dune. Careful driving will see you through this challenge.



BUGGY BEAR: Zip around the desert in these utterly fantastic dune buggies. A definite highlight of the game.

BOSS HOG: This angry fella is your boss for a while.

WAY OF THE GUN: The morph gun has twice as many modifications now.

"YOU NOW HAVE TO BOUND AROUND ON BIZARRE LIZARD THINGS CALLED LEAPERS"

Jak 3 is everything we ever hoped for and *more*. The platforming sections are better than ever, the new vehicles are utterly brilliant and the storyline is even more compelling than it's predecessor. The developers have fallen into place, and even with the absence of former head honcho Jason Rubin, Evan Wells and his code monkeys have produced something that transcends fun.

Get lost inside *Jak 3* from this November.

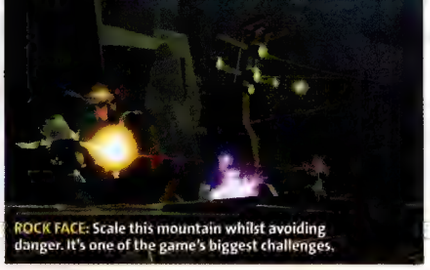
PSM RECKONS

The series just gets better and better. The new features compensate for the fact that its re-doing a lot of stuff we've seen before, and we can't wait for the finished article. Whereas most platformers have all the soul of your average boy band, *Jak 3* is a sweeping epic that'll appease fans and perhaps open a few of the doubters' eyes. If traditional platformers look weary, *Jak 3*'s the killer blow.

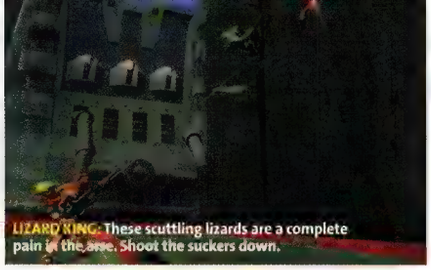
ANGEL FACE: Light Jak can fly around for short periods of time.

LEAPER COLONY: These dragon things replace the jet bikes of *Jak 2*.

FIRING RANGE: Jak's trusty rifle always comes in handy, as this screenshot suggests.



ROCK FACE: Scale this mountain whilst avoiding danger. It's one of the game's biggest challenges.



LIZARD KING: These scuttling lizards are a complete pain in the arse. Shoot the suckers down.

NEST EGG: Scoot around on your jet board destroying these Metal Head eggs.

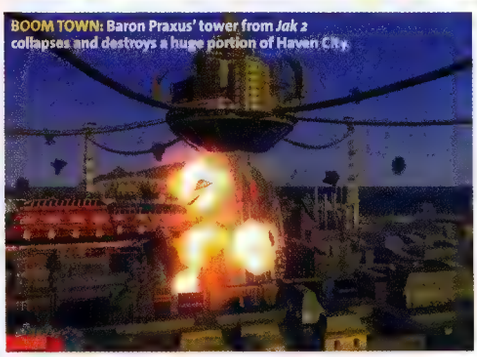
FLY ME TO THE MOON

Jak takes to the skies in a hanglider in one particularly impressive mission. Soaring across the desert to reach the mouth of a volcano, you must float through hoops of air to propel you forwards. Like *Pilotwings* on the N64, reaching pockets of wind shoots you upwards or drags you down, and you must keep a meter at the bottom of the screen balanced so you don't fall to your death. This is a good example of the varied mission structure, and it's a visual treat.

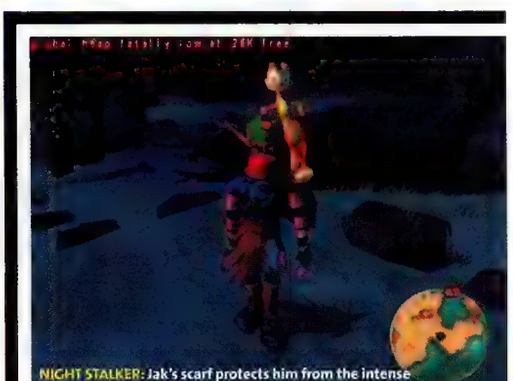
CAUGHT IN THE ACT: Jak is shackled and tossed into the desert. Daxter's inappropriate wise-cracks return.

"IT'S EASILY ONE OF THE LARGEST GAME ENVIRONMENTS EVER CODED"

DUNE RAIDER: This mission wins you your very own dune buggy.



BOOM TOWN: Baron Praxus' tower from *Jak 2* collapses and destroys a huge portion of Haven City.



NIGHT STALKER: Jak's scarf protects him from the intense sand storms that assault the deserts around Spargus.

ALL BY MYSELF: Jak is left to die in the desert. He's soon rescued, however.

DON'T GO CHANGING

As before, felled enemies drop pulsing clouds of a substance known as Dark Eco (the stuff that turned Daxter from an annoying human into... well, an annoying rat thing). The experiment that Jak underwent in *Jak 2: Renegade* made him fuse with the foul stuff, and so he can transform into Dark Jak when he collects enough of it. In this state, your power and speed are increased tenfold, making you invincible for short periods of time. This time around you can pick up pods of Light Eco that turn Jak into Light Jak. He sprouts a pair of angelic wings and can fly around for short periods of time. Being fused with Light Eco heals Jak too, so it pays to knock off enemies whenever you get the chance. Jak's appearance also changes as he's awarded new armour. Bracers, shoulder pads and flak vests are among the items he recieves.

Publisher: Capcom
Developer: Capcom ETA: October 2004

VIEWTIFUL JOE

Thought Spider-Man 2 was the be-all and end-all of superhero games? Think again... Joe's got more powers than the webbed wonder ever dreamed of.

ANTICIPATED FEATURES
- Three distinct super powers: slow down, mach speed and zoom.
- Piles of power-ups and tons of new moves to buy.
- *Devil May Cry*'s Dante makes an appearance as a second playable character.
- It's really bloody hard. *Really...*

V*iewtiful Joe* is everything PS2 isn't. It's garish, colourful and cartoony, and then there's *that* name. It's all a world away from the sharp edges and cool colours that we normally associate with Sony's beast-machine and the games that define it. No wonder Joe debuted on the GameCube.

But to judge *Viewtiful Joe*'s book by its eye-bleeding cover would be a mistake. Don't be put off by the at-first-glance childishness of it – this is every bit as good a superhero game as *Spider-Man 2* is.

Our hero Joe, however, starts out as a regular, er... Joe, until his girlfriend Sylvia is sucked into a film. Then it's up to Joe, with the assistance of ageing matinee idol Captain Blue, to beat the bad guys and get his girl back, transforming along the way into scarlet-garbed superhero *Viewtiful Joe*.

The game's as retro as can be. It's a side-scrolling scrapper, pitching you against hordes of clockwork bad guys and outlandish bosses. It's simple, straightforward, and as fun as can be expected. Once you get gifted with the game's three special abilities, however, Joe really takes off. Slow Down enables you to engage bullet time-esque slo-mo; Mach Speed accelerates your fists and feet into a flaming blur; and Zoom gives a close-up shot with new moves.

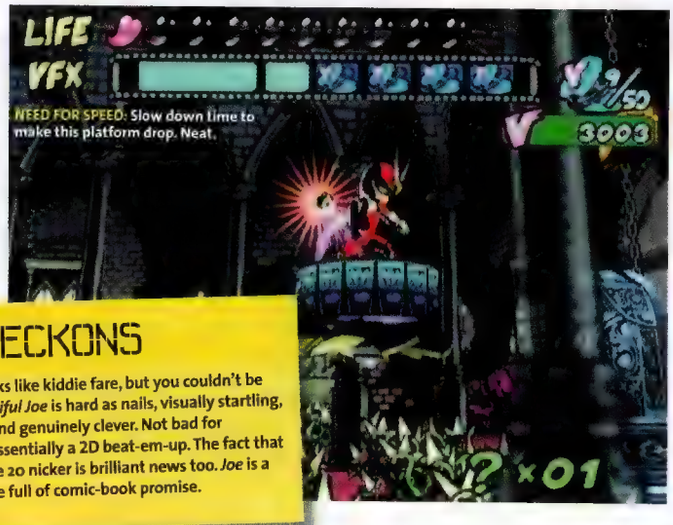
CLOSE-UP: The Zoom power gives you a movie-style close-up and different attacks.

"TO JUDGE VIEWTIFUL JOE'S BOOK BY ITS EYE-BLEEDING COVER WOULD BE A MISTAKE"

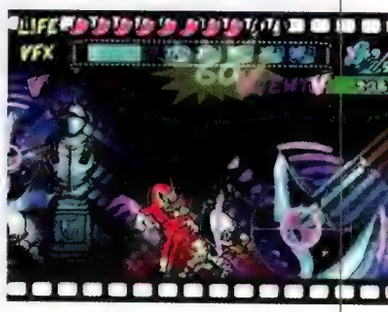
But over and above the combat possibilities this offers, it's the various puzzles that truly take advantage of the format. Slowing down time to enlarge a drop of water to depress a switch, for example, or preventing a helicopter's blades from turning fast enough to keep it aloft, or activating Mach Speed to make it rise. As much as it's a hyper-kinetic rush of comic-book violence, *Viewtiful Joe* is a mind-bender of a game.

It also looks stupendous, with fine cel-shading that complements what's going on. Throw in the fact that you can also play as Dante from *Devil May Cry*, and that the game will only be £20, and you've got a true original in the making. Jes Bickham

Experience *Viewtiful Joe*'s warped and colourful perspective from October 22nd.

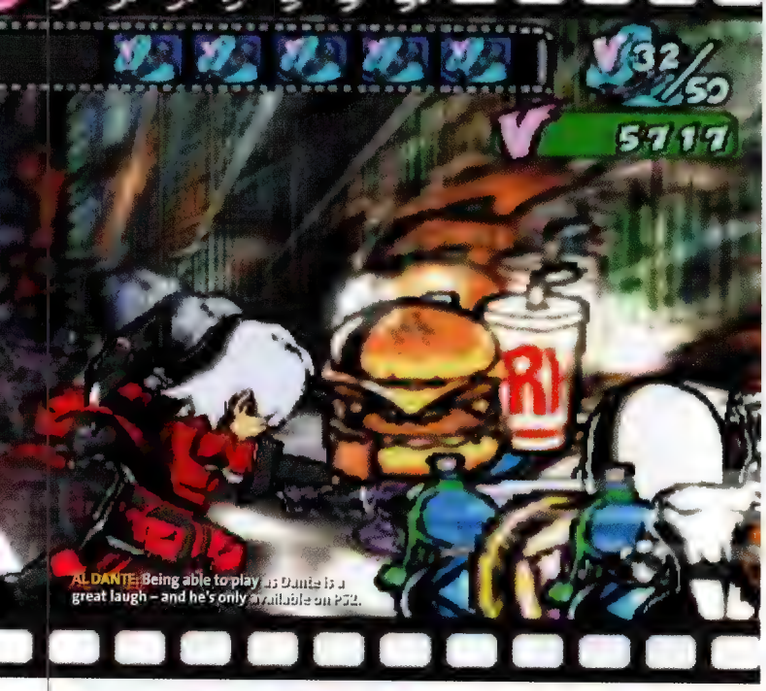


NEED FOR SPEED: Slow down time to make this platform drop. Neat.



PSM² RECKONS

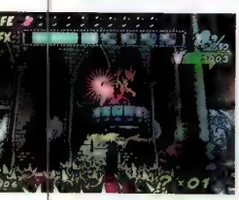
It certainly looks like kiddie fare, but you couldn't be more wrong. *Viewtiful Joe* is hard as nails, visually startling, palpably exciting and genuinely clever. Not bad for something that's essentially a 2D beat-em-up. The fact that it's only going to be 20 nicker is brilliant news too. *Joe* is a left-field dark horse full of comic-book promise.

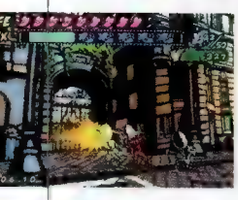


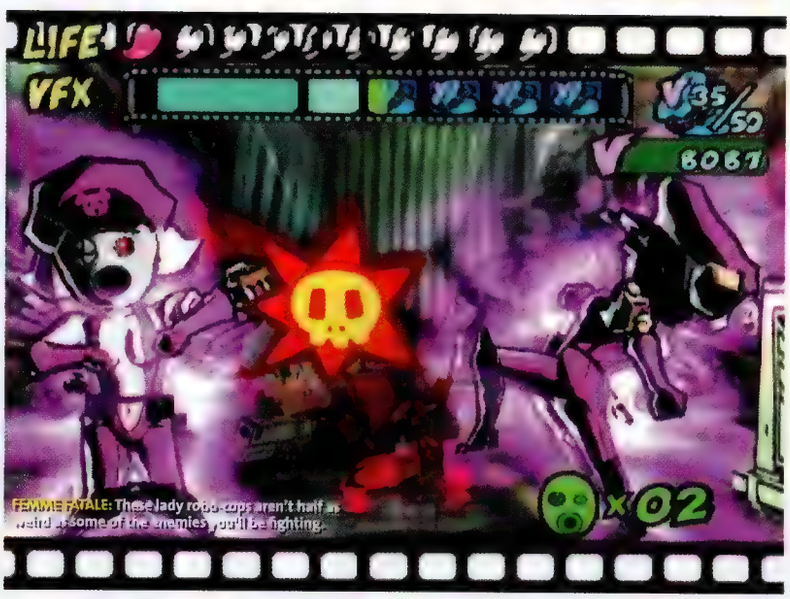
AL DANTE: Being able to play as Dante is a great laugh – and he's only available on PS2.

THE DEVIL YOU KNOW

As you can see from the screenshots plastered all over this page, you can also play as Dante from *Devil May Cry*, a brilliant little PS2-exclusive goodie. His guns allow you to hit enemies from a distance, and while his signature moves from *Devil May Cry* can be purchased as upgrades, he and Joe pretty much handle in the same way. The script for the game, however, has been changed to reference Dante-specific lore and events. Great stuff indeed and it should help pass the time waiting for *Devil May Cry 3*, at the very least...

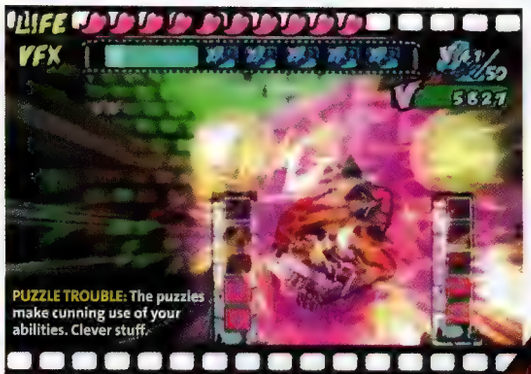






FEMME FATALE: These lady robo-cops aren't half as weird as some of the enemies you'll be fighting.

SWORD TO TEARS: Dante can fling his sword around like nobody's business.



PUZZLE TROUBLE: The puzzles make cunning use of your abilities. Clever stuff.

VIEWTIFUL JOE 2

Magnificently, a sequel to Joe is already on the way, expected in April 2005. We had a quick play on it this month and while it follows the same format as *Viewtiful Joe*, you're now able to play as Joe's girlfriend Sylvia from the get-go. Also of note for the sequel is a brand-new super-ability, Replay, which lets you replay successful moves for more damage, and a co-operative mode for two players. Activating an ability in this mode causes both players to be affected by it.

WONDER WOMAN: Slyvia has her own roster of moves – and a gun.

STOP PRESS!

STOP PRESS!

Shadow of Rome

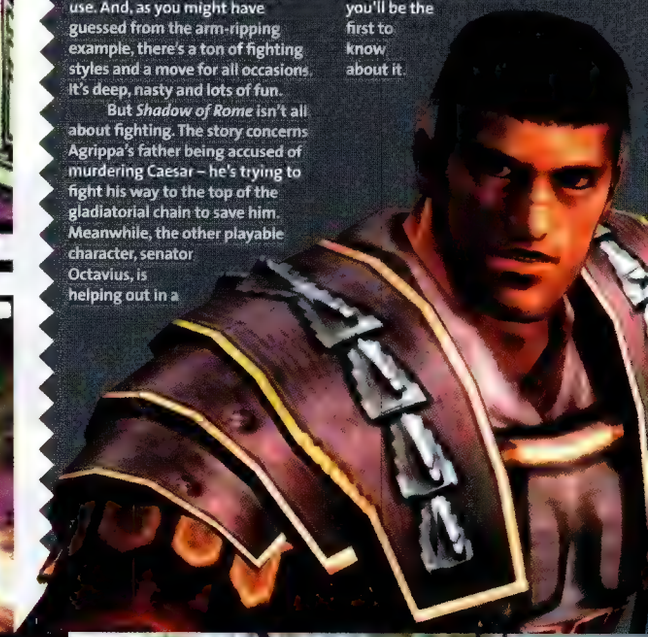
Publisher: Capcom Developer: Capcom ETA: Winter 2004

Violence is a terrible thing, but the most fun we've had this month involved ripping someone's arms off and bludgeoning them to death with the wet end of their detached limbs. Dreadful, really, but it *was* in self-defence. Videogames, eh? Aren't they *great*.

Having sat down and played Capcom's latest hack-slash extravaganza this month, we can safely say that the people behind *Resident Evil*, *Devil May Cry* and *Onimusha* have lost none of their talent for brutal, wince-inducing violence. Playing as the gladiator Agrippa, combat in *Shadow of Rome* has real bone-crunching weight behind it, and the attention to detail involved in the fighting is utterly splendid. Not only do you have to best your opponent, by way of a variety of different weapons, you have to gain the approval of the baying crowd. You can raise your arms in a gesture of triumph to incite cheering, for instance – and doing the right thing will see them not only whipped up into a frenzy of cheering, but they'll also throw down weapons and items for you to use. And, as you might have guessed from the arm-ripping example, there's a ton of fighting styles and a move for all occasions. It's deep, nasty and lots of fun.

But *Shadow of Rome* isn't all about fighting. The story concerns Agrippa's father being accused of murdering Caesar – he's trying to fight his way to the top of the gladiatorial chain to save him. Meanwhile, the other playable character, senator Octavius, is helping out in a series of stealth-based levels. To be honest, these parts of the game are currently far weaker than the visceral violence, with some mildly ridiculous elements such as hiding on top of wardrobes and in urns, or laying a banana skin behind a guard then throwing an apple at his head to make him slip on it. The basic idea of the stealth levels is sound, but there's a way to go before they're as compelling as the blood-drenched gladiatorial arena.

Nevertheless, *Shadow of Rome* is undoubtedly shaping up to be another Capcom triumph. Ever since Capcom whisked the preview code away from us we've been itching to play it again – and when we get to, you'll be the first to know about it.



FIGHT CLUB: Combat in *Shadow of Rome* is incredibly brutal and weighty. It's also tremendously fun.

GRANDADDY HIP HOP: No, no, no... the green is only referred to as the dance floor. Dumbass.

Publisher: EA
Developer: EA ETA: September 2004

TIGER WOODS PGA TOUR 2005

Tiger's back with his PGA Tour, but Woods you believe it, he's gone all ghetto on our ass. EA take a swing at the bling...

ANTICIPATED FEATURES
- Online mode to pit your skills against people from around the globe.
- A 30% increase from last years face edit mode.
- Design your own course in Tiger Proofing mode.
- Classic players like Jack Nicklaus.

From the growls of rapper DMX's opening track, to the geriatric folk doing 'the running man' on the fairways of Pebble Beach, it's clear that *Tiger Woods 2005* has incorporated something of a 'street' vibe this year. Could this be the first towards EA delivering *PGA Tour Golf: Street*? Maybe. Either way, from the intro sequence, you'll soon realise that the bigwigs at EA have introduced a more accessible, arcadey feel to their clubbing fest. But fear not all you realists, because digging deeper into *Tiger Woods 2005* reveals that the famously intense simulation play is definitely still intact.

Whatever your handicap was in the previous Tiger games, you'll be happy to know that this update is accessible to players of all skills levels. *Tiger Woods '05* now lets you adjust course characteristics to suit your abilities, thanks to the new 'Tiger Proofing' mode. This is where hardcore fans and golfing virgins alike can tinker with venue attributes to increase or decrease the difficulty of playing a round. So, if you're having trouble with the crosswinds on St Andrews, you can calm them down. If the bunkers feel too shallow on Sawgrass , then you can add more depth. It's totally up to you.

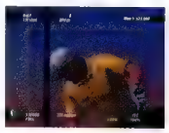
Thankfully *Tiger Woods 2005* still plays as great as ever and notching up a perfect drive onto the green with a swift motion of the analogue stick feels even smoother than last year. The only minor issue we have with the early code are strange gliding animations that appear mid-swing, but we're sure the developers will 'turf' out these problems.

There are eight new real-world courses lovingly mapped (the highlight for British golfers being the addition of Troon for the first time) and four new fantasy courses designed by EA's golf pros to deliver the usual mix of barmy terrain and madskillz challenge.

It's looking like the best golf game ever and if you've got half an interest in the noble sport you'll love it. **Nathan Irvine**

Tiger will be proudly strutting the fairways again come this September.

TIGER'S PAUSE: Mr Woods is more detailed than ever.



SHORT ORDER: Expect to see Caddyshack inspired mayhem in this year's outing.

VIRTUAL 18

Continuing the popular trend in recent EA titles, *Tiger Woods 2005* now lets you compete against people from around the world in the new Online mode. Expect to be trading insults with would-be golfing pros from around the world as you take up the challenge of a season-long PGA Tour from the comfort of your very own bedroom.

PALMER YOUR HAND: Golden oldies, like Arnold Palmer, are playable.

PSM RECKONS

We're pleased to see that this year's *Tiger Woods* game is offering further customisation incentives for newcomers to get into it. Don't get us wrong; we loved the hardcore golfing roots of the previous games but we're glad to see that EA have included more Arcade-style features for some true crazy golf. We'll have a slightly over-excited review next issue.

THE READER'S EYEBROW: Sadly we weren't able to recreate Dan G's legendary eyebrow

PSM2 TEAM FACEOFF

With Game Face II™ you can literally create your own face in *Tiger Woods 2005*. Seen it all before, you say? Well, where have you seen an edit mode that allows you to portray the weathering effects on your 'boat race'? Huh? Ah, we thought so. Well if you thought you'd seen it all, then check out the PSM2 crew in all their pixelated glory...

THE 'D' IS FOR DASHING: The tiny Welsh man's head is even smaller in real life.

BAGS OF FUN: We were able to recreate cheery Milf's 'hello ladies' look perfectly.

JOB-IN THE GAME: The big Kiwi looks a lot like Mel Gibson. He sounds like him too.

ANDY KELLY-SAN: The gruff Scot appears to have traded his kilt for a kimono.

HAIR TODAY... There aren't enough pixels in the world to recreate Nathan's giant 'fro.

LADY BOY: This isn't a post-op Dan V, it's Steph, our new Art lady. That's right. A lady.

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Publisher: EA
Developer: Free Radical ETA: Early 2005

TIMESPLITTERS FUTURE PERFECT

EA's time cheating shooter out-dazzles Medal of Honor, out-plays GoldenEye and might – thanks to 16-player online chaos – be one of the best games on PS2.

ANTICIPATED FEATURES

- Set across multiple time periods from 1914 to 2401.
- New 'meet yourself' time travel ability – fight side by side with your younger/older self.
- 16-player online deathmatch and co-op play.
- Over 20 weapons including faves like the Uzi and the Rocket Laucher.
- Hundreds of unlockable extras.

A quick glance at the screenshots might lead you to one of three conclusions: a) *TimeSplitters Future Perfect* looks exactly the same as the last one, b) No, *really,* it looks a lot like the last one, and c) It'll still be quite good. And you'd be right on all three counts, except c) because *TimeSplitters Future Perfect* won't be quite good. It'll be *brilliant*. Having played it extensively at EA's swishy San Francisco HQ, we can pay Free Radical's adroitly amplified FPS no higher compliment than it reminds us of why we started playing games in the first place. It's that good. And before you ask, *that* single-player mode is changing...

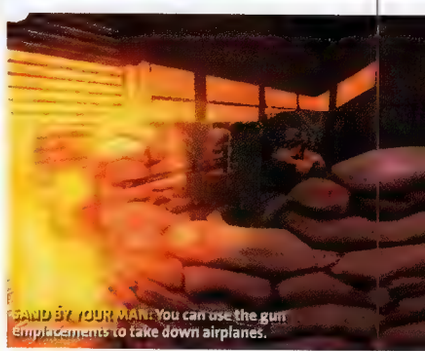
We've played through the first level. Twice. The first thing that hits you is the peripheral detail – or the 'Omaha beach' effect (from *MOH: Frontline)* to quote Ubisoft's Yannis Mallot – with planes screeching across the sky, smoke plumbing from distant cannons and Captain Ash barking orders alongside you. Unlike previous *TimeSplitters* levels which looked like, well, games, this feels like *war*. Bullets ping past with shuddering velocity, the crumbly path winds organically and enemy soldiers bob and weave on the horizon. With exemplary – if over-stylised – character animation and wafer crisp textures, it really looks like a crumbling 1920's battlefield.

The controls redefine precision. Shoot a guy in the hand and he drops his weapon. Pop him in the head and he falls first time. Riddle his body with shells and he shakes like a marionette. Compared to games like *Star Wars: Battlefront* – which suffers mild 'paper target' pop-up baddie syndrome – the targeting is exemplary. It's like shooting in DTS 5.1 surround compared to mono. On one occasion, we climbed circular stairs, only to be ambushed by an enemy jumping out of nowhere. Startled, we flooded 60 rounds at waist-height as the hapless foe dropped to his knees clutching his spuds.

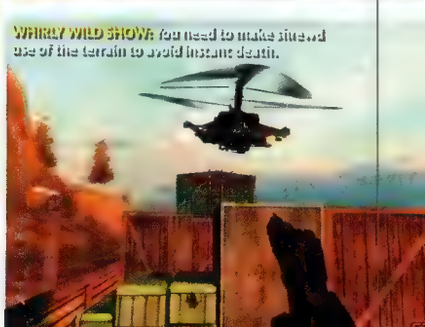
Multiplayer? Genius. Puzzles? Much improved. Story? That, too (see over). In short, it's ruthlessly-designed, micron-tight and graphically stunning. Some think that the *TimeSplitters* series lacks soul – in single-player mode, at least – but give one firm squeeze to *Future Perfect* and it bleeds love. Daniel Dawkins

***TimeSplitters Future Perfect* arrives in early 2005. We can't wait.**

BOT TO TROT: The deathmatch levels have been specifically designed to encourage competition.



GAND BY YOUR MAN: You can use the gun emplacements to take down airplanes.



WHIRLY WILD SHOW: You need to make fine use of the terrain to avoid instant death.

PSM RECKONS

Don't be fooled by the screenshots. The Story mode is *much* more atmospheric, with a cogent storyline and stirring cutscenes. The puzzles are wittier, while the exemplary aiming remains, allowing satisfying precision shots. In short, it shames EA's other FPS, *GoldenEye*, running at almost twice the speed with pinprick sharp visuals.

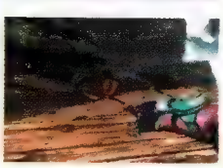
16-PLAYER ONLINE DEATHMATCH

You can take on 16 real human beings in online deathmatch, or – better – co-op team play. We took part in a 16 man Capture the Flag battle at EA's HQ and were stunned by the speed, detail and feeling of comaraderie. The narrow tunnels and squad based movement feels like something out of Aliens – chaotic, yet thrilling.

SCREAM TO A SCI: The huge volume of bots and lasers show the intensity of multiplayer games.

"IT REMINDS US OF WHY WE STARTED PLAYING GAMES IN THE FIRST PLACE"

HEARTH BREAKER: This shot is from the opening 1920s castle level we played at EA's HQ.



CASING POINT: Use R2 to use your secondary fire (like grenades), and R1 for precise sniper shots.

PUZZLES & GADGETS

Ol' faves like the Soviet Rifle, Tactical 12 Gauge and Grenade Launcher return. Plus there's a gravity manipulation gun that lets you use zombie's heads as makeshift projectiles. Puzzles are more varied too – from classic switch manipulation, to a mobile crane puzzle (dropping weights on foes' heads) to shooting oil drums, watching the liquid seep out then blasting the oil lamp above to blow open a wall. Neat.

TIPPER THE ICEBERG: You can fight alongside '70s cop Harry.

CORTEZ IN THE ACT: You can co-operate with past and future versions of yourself in the Story mode.

WATCH IT ON THE DVD VIDEO

WHAT HAPPENED NEXT?: Yep – even helicopters can be blown out of the sky by Mr GoldenEye.

Publisher: EA
Developer: EA ETA: November

GOLDENEYE: ROGUE AGENT

Will EA's new GoldenEye be even better than the original? That depends on whether you prefer Bond or <cough> Pussy Galore...

ANTICIPATED FEATURES
- Both multiplayer split-screen and online play.
- Loads of familiar Bond locations, like Dr. No's Crab Key lair and the Swiss mountains.
- Upgrade your eye's powers until you're the most badass Bond villain ever.

We reckon the meeting where EA decided to make another GoldenEye game was a bit like those Orange ads you get at the cinema where the Orange marketing guys trying to persuade Roy Scheider to do film orange instead of film noir.

"We're thinking GoldenEye... but we're thinking that license is a bit spenny. Soooo... forget Bond. Instead players can play as a bad guy. Brilliant, But... hmm – how's that going to tie in with GoldenEye? That's it! We'll have them play as a character called... GoldenEye. Because... he's got a golden eye. And it can... levitate people. Genius. Genius?..."

Yes, we were sceptical. But it's just a name at the end of the day and – ridiculous concept aside – the prospect of teaming up with the likes of Scaramanga and getting all evil isn't unappealing. And, as we found out in the first two minutes of play, acting the villain is something actively encouraged in *Rogue Agent*.

Your special eye abilities – one is like the type of telekinesis seen recently in *Second Sight* – can only be used as long as you have eye juice in the tank. To keep this tank topped up, you need to commit villainous acts. Just being a nasty twat does the trick, but you can also use the death traps which are scattered around levels. In the Hong Kong one we played, hitting a switch by the statue of a dragon caused fire to shoot out of its mouth and singe to death the enemies stood conveniently next to it.

There's no shortage of people that just need gunning down though. You can choose to carry one gun and use grenades, or carry a gun in each hand, which are fired by the left and right shoulders. Neat, but at the moment, the control system is too tricky – it's hard to line up shots with the slow-moving crosshairs and when you've got a gun in each hand, shooting accurately requires pianist-nimble fingers.

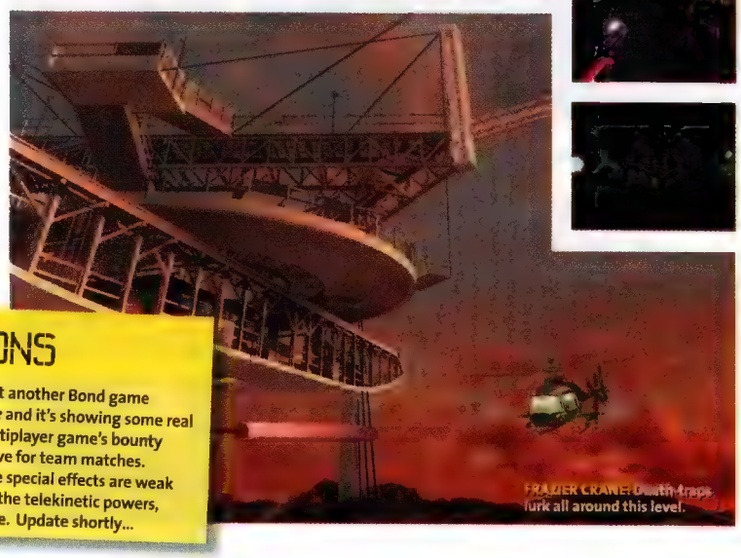
The development team still has work to do – at the moment *Rogue Agent* lacks the slick, *official* personality of a Bond game and the controls need some work to get them up to the standard we've seen most recently in *TimeSplitters: Future Perfect*. Fix that EA, and you'll have us convinced a new *GoldenEye* game wasn't such a mad idea. Kath Brice

See the world in golden-vision come November 26th.

BLOWN OUT: There's no head popping, but it has big bangs.

CHOCOLATE HOSTAGE: Mess with enemies and they take hostages.

HAT'LL TEACH 'EM: The bad guys are your friends now.


FRAZIER CRANE: Death traps lurk all around this level.

TEAM BONDING

With a few improvements, *Rogue Agent*'s multiplayer mode could be one of its strongest points. The maps contain all the death traps found in single player, so you can eliminate your opponents in more ways than just a bullet to the head. Also, although the final logistics are still being worked on, the final game will include a type of bounty system that encourages teams to be villainous towards each other. Basically, after working together to bag loads of kills, players can turn on each other to nick points. A revenge system also allows a killed player 30 seconds to track down their killer for extra points.

MAN WITH THE GOLDEN EYE

Your character's 'special' synthetic eye will eventually give you use of four different powers. At the moment though, only two have been incorporated into the game and EA are keeping the other two secret. The ones we did get to try out are the Magnetic Shield and Magnetic Field. The shield's pretty self-explanatory – the field is more interesting, letting you lob enemies around the level. At the moment though, the chucking about isn't as much fun as it is in *Psi-Ops*. All you have to do is lift enemies up in the air a few feet then drop them and they're dead.

PSM² RECKONS

Think of *Rogue Agent* as just another Bond game instead of a sequel to *GoldenEye* and it's showing some real promise. If all goes well, the multiplayer game's bounty system could make it a must-have for team matches. However, it feels a little slow, the special effects are weak and almost everything in it, like the telekinetic powers, have been done better elsewhere. Update shortly...

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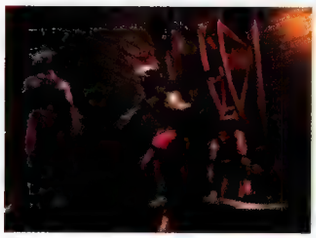


SLASHES TO ASHES: You don't need to syphon fallen foes to finish them off.

Publisher: Ubisoft
Developer: Ubisoft Montreal ETA: October

PRINCE OF PERSIA 2

The sequel to one of the best games of 2003 hopes to woo new gamers by focusing on – get this – the one thing it did badly. Madness? The truth awaits...

ANTICIPATED FEATURES

- Over 40 weapons, with double-handed combo attacks.
- 14+ hour story mode, plus secret replay incentives.
- Over three boss battles, and 20+ enemy types.
- 25 finishing moves, including decapitations, plus vertical and horizontal body slicing action.
- New 'interactive Cinematics'.

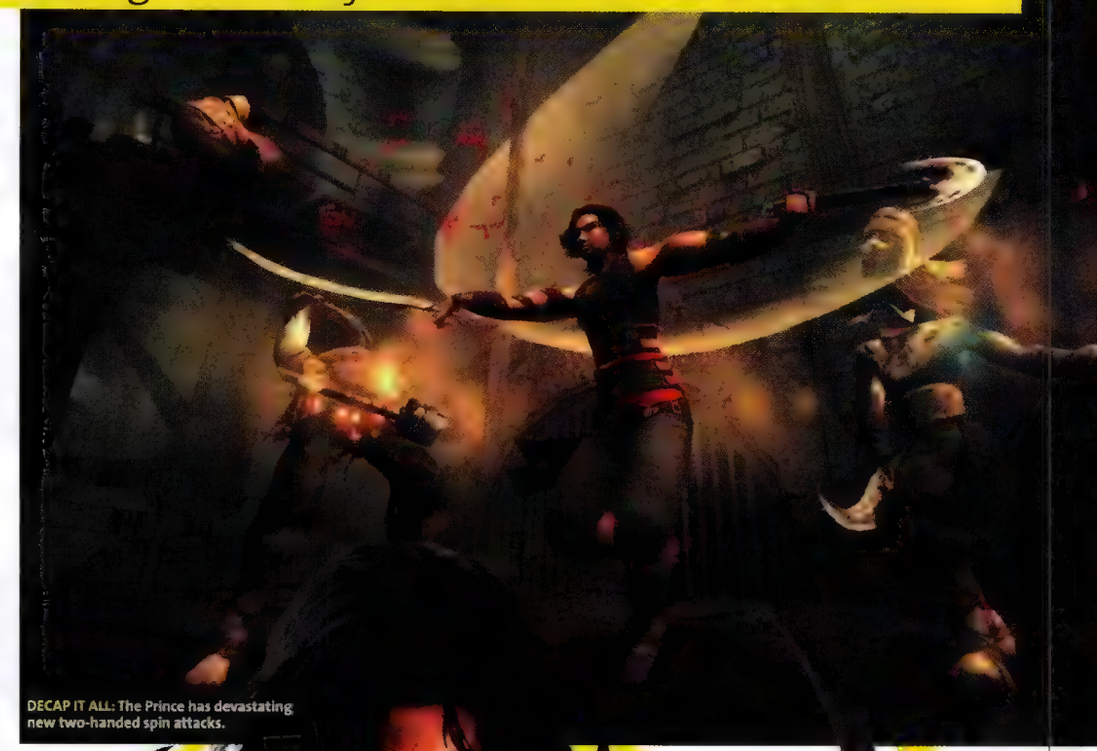
We're in the PSM2 games room with Yannis Mallot, Producer of *POP2*. We're debating how the original game was *perceived* to have sold poorly – more of that later – and whether the developers were put under pressure to make the sequel more popular. For example, were the team tempted to introduce guns (like, er, almost every game), or set it in the present day (like *Onimusha 3*)? Yannis recoils at the suggestion. "Bang, bang", he mouths, cupping his hands into imaginary pistols. "I was at a developers conference in Canada and some guy was talking about his ten favourite games. Number nine. Bang. Seven. Bang. Five. Bang. Number one...", Yannis pauses and rolls his eyes, "bang, bang, BANG".

Cutting a short story shorter, Yannis isn't a big fan of shoot-em-ups. ("*Halo 2* isn't all that different from *Unreal Tournament*", he muses). He doesn't like formulaic games and thinks there's a lack of originality. ("My favourite game of E3?," repeats Yannis huffing and puffing for effect, "Nothing"). He firmly believes that *POP2's* uniqueness – the puzzles, the arabian setting etc – will boost sales, not alienate casual gamers who, let's face it, seem to games with guns and cars.

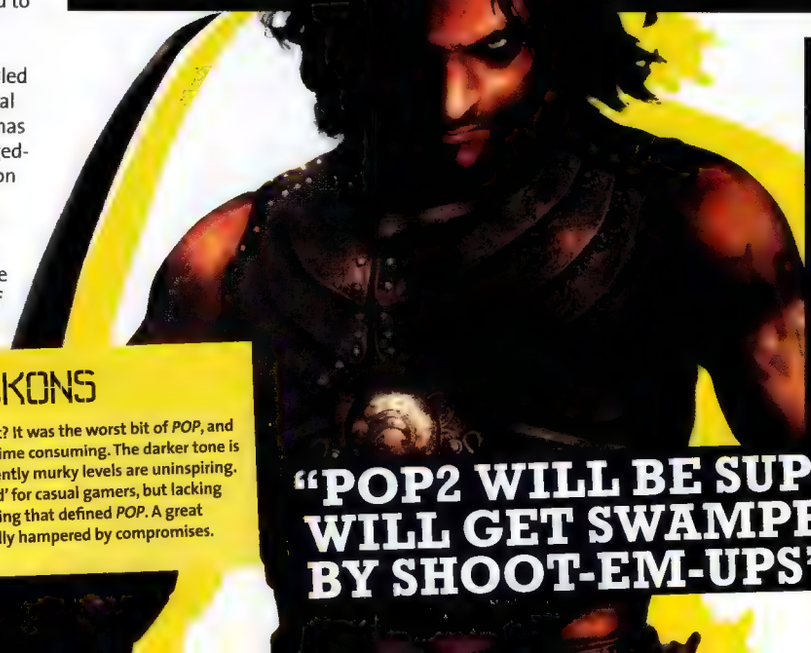
The evidence suggests the contrary. *POP* was released to relatively slow sales, and only broke the million mark worldwide after drastic promotional measures (some retailers sold *POP* for £20 within weeks of launch or bundled it with a free copy of *Splinter Cell)*. Despite universal critical praise, people didn't want to play as Robert Pires in pyjamas when they could be, say, a Navy Seal (*SOCOM 2*) or a blinged-out modder (*Need for Speed Underground*). The temptation might have been to make drastic changes.

The reality is more compromising. "There were three things we wanted to alter – combat, bosses and replay value", he divulges (see what we thought of each over the page). "Our game is an escape and we're fiercely proud of its uniqueness," Yannis concludes. Our take? *POP2* will be superb, but will get swamped *again* by shoot-em-ups and driving games set in the present day. And for once – for the sake of *all* unique games – we're praying we're wrong.
Daniel Dawkins

***POP2* will face its destiny in late October 2004.**



DECAP IT ALL: The Prince has devastating new two-handed spin attacks.



PSM² RECKONS

Why focus on combat? It was the worst bit of *POP*, and still looks too floaty and time consuming. The darker tone is welcome, but the persistently murky levels are uninspiring. Sadly, it may be too 'weird' for casual gamers, but lacking the purity and rigid puzzling that defined *POP*. A great game, then, but potentially hampered by compromises.

THE COMBAT SYSTEM: EXPLAINED

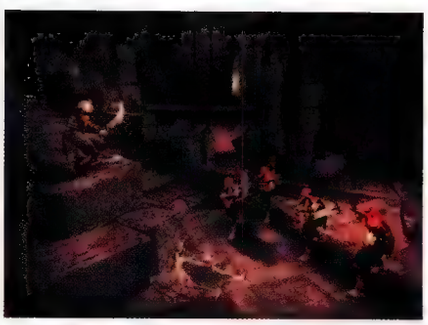
Producer Yannis concedes the old fight system was repetitive and superficial, so *POP2* focuses on combo-style attacks with 25+ finishing moves (performed as you flip over the enemy's shoulder). You can also perform 'shockwave' combos, a 'smart bomb' attack which replays your last few sword swipes.

"POP2 WILL BE SUPERB, BUT WILL GET SWAMPED AGAIN BY SHOOT-EM-UPS"

THE PRINCE'S THRUST: There's a lot more blood than previously.

HAVE I SEEN YOU BEFORE?

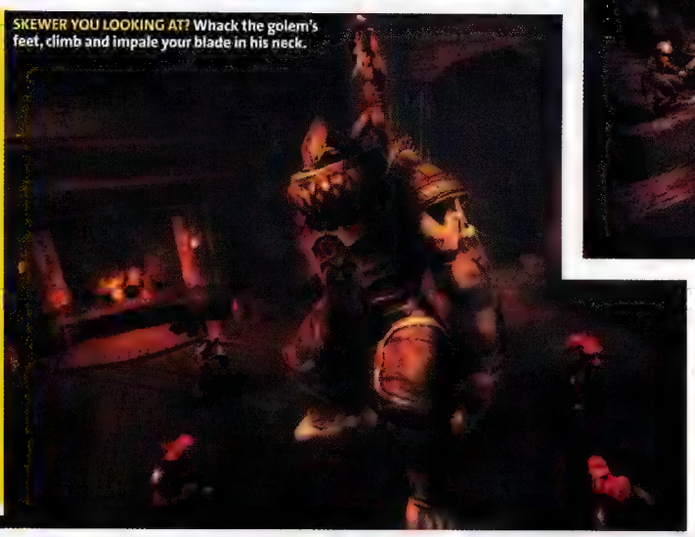
The game features a time slip feature (like *Onimusha 3*), so you get to play certain levels in past and present incarnations of the prince. Levels will be significantly different between time periods, leading to some ingenious puzzles as you attempt to clear a route for your future self. You'll also be able to use the environment to defeat enemies, like pushing off the wall for flying attacks or using switch-activated floor spikes as traps.



BOSS BATTLES

To alleviate the predictable puzzle/fight/puzzle structure of *POP*, the sequel features three boss battles. You need to hit the stone golem on his feet, causing him to stoop. Then you can climb his body and whack his head. Beware, since you'll need to dodge his blows as you teeter on his shoulders.

SKEWER YOU LOOKING AT? Whack the golem's feet, climb and impale your blade in his neck.



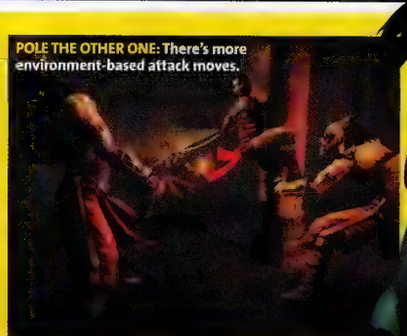
DRAPE ESCAPE: One of the Prince's new moves lets you abseil by slicing through a set of curtains.

RAIN AND SUFFERING: The game starts on the deck of a pirate ship, with great weather effects.

REPLAY IT AGAIN, SAM

There'll be four difficulty levels – perhaps dynamically implemented like *Onimusha 3* – to increase replay value. Best of all, there'll be a huge surprise to encourage people who've played the game through once. Time Attack? A new playable character? Yannis *did* hint that the story may be told by a different narrator this time around. Either way, the main game's three to four hours longer than *POP was*.

POLE THE OTHER ONE: There's more environment-based attack moves.



WATCH IT ON THE DVD VIDEO

DETAIL OF THE TAPE: Just take a look at the pixel-perfect Old Firm kits. Nice.

Publisher: EA
Developer: EA ETA: October

FIFA 2005

It's been a long time coming, but it looks like EA are finally about to unleash what could be the defining moment in FIFA's history.

ANTICIPATED FEATURES
- First Touch™ offers greater player control.
- 18 global leagues to compete in.
- Online enhanced to provide serious competition.

At EA's ludicrously titled Hot Summer Nights exhibition we asked *FIFA* producer Danny Isaac what we could expect from this year's outing. "Well, there's the first touch..." he started, before taking a brief pause and rephrasing it to "...sorry I meant First Touch™". What an adept display of marketing savvy from an EA employee.

You see EA aren't ashamed about using gimmicks to sell games. Even if they're not needed. Remember the frustratingly complex Off The Ball™? There was no need for it, but they made a huge deal about it, with big-budget adverts including the likes of Del Piero. So, how did First Touch™ feel to PSM2's sensitive fingers? Well it felt exactly how we'd hoped for, and then some. Swivelling round two hapless defenders as Raul received a chest height pass was the first time we saw First Touch™ in all it's glory. As soon as the ball was played to Raul, just a simple tap of the right analogue stick established instant control and displayed impressive flair. It's as easy as it sounds, but it's so satisfying.

The speed and the fluidity of *FIFA 2005* appears more complete than ever before. A classic example is the side step trick performed by players such as Ronaldinho – it literally had us shouting "ole!". We even managed to pull off the trickery that saw Bergkamp ghost past Dabizas a few seasons ago, and it's all courtesy of EA's new gimmickry.

Also new for this year is the ability to instruct AI team mates to make defence-splitting runs. By tapping L1 while you're in control of the ball, your computer-controlled player will shoot off into a better position. Then all you do is hit ⊗ for a Cup Final-winning through ball. At this stage *FIFA 2005* is certainly looking like it could reach the playability levels of the current footie king, *PES3*. We've been dying for a *FIFA* game that plays as good as it looks, and it seems EA may finally have created just that. **Nathan Irvine**

FIFA 2005 will be warming up for its annual clash with *PES* in October. You'd better lace up tight for this match-up.

SKINNED ALIVE

After countless criticisms about the skill moves in previous *FIFA* games, EA have finally heeded the demands to improve them. This means that slowpoke defenders are going to have a particularly torrid time with players like Zidane. It's all controlled through the right stick again, but this time side stepping and pirouetting around the opposition feels satisfyingly astute and looks, quite literally, beautiful.

TOUCHDOWN: Using the new First Touch™ system you'll be taking players on with ease.

THIS IS IN STADIA: As always, EA have beautifully recreated famous soccer arenas.

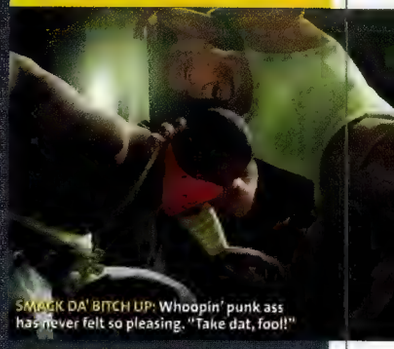
COLLISION COURSE: Looks like Jenas and Samuel will be in pain after this one.

PSM² RECKONS

This could be EA's year of proving the doubters wrong. *FIFA*'s controls have been substantially sharpened and it's beginning to feel more and more intuitive every year. The *FIFA* of old is almost unrecognisable as it gets nearer the benchmark set by Konami's champion *PES*. We're self-confessed *PES* addicts, but this strong showing from *FIFA* could change that.

STADIUM OF LIGHT: The illuminated grounds look better every year.

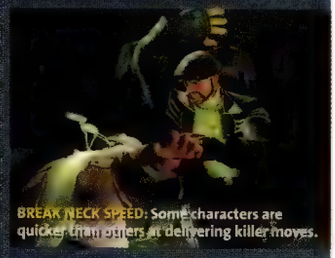
STOP PRESS!


SMACK DA' BITCH UP: Whoopin' punk ass has never felt so pleasing. "Take dat, fool!"

STOP PRESS!

DEF JAM FIGHT FOR NY

Following our reacquaintance with EA's hip hop-inspired fighting fest, we can further fuel the flames of hype. *Def Jam Fight For NY*, is one of the most brutal, stylish and satisfying romps we've played in some time. From the moment we witnessed Ice T taking a Roberto Carlos-style free kick into Snoop Dogg's spuds we were hooked. When we got to grips with Henry Rollins we set about twatting the whitest man in Jamaica (Sean Paul) with a crowbar, which we acquired from the bloodthirsty crowd. We didn't stop there, we made him taste a car bonnet as well. Brilliant. Each character has unique attributes, for example Ice T is a sturdy fighter that'll go to work on his opponent with some back-breaking power slams and head-ringing punches. But the gangly figure of Snoop Dogg has a style similar to Bruce Lee.Snoop might not be as strong as the rest, but he's lighting quick and can pick off foes with rapid combo attacks. *Def Jam Fight for NY* delivers more savage beatings than a prison full of forgetful wardens, and we can't wait for the finished article.


BREAK NECK SPEED: Some characters are quicker than others at delivering killer moves.

STOP PRESS!

LOTR: THE THIRD AGE

Lets face it. The Lord Of The Rings series has been crying out for an RPG title since day one. So, praise be to the EA boffins who've levelled-up their ideas to bring us *LOTR: The Third Age*. But this ain't a sequel. No sir, this is all about taking part in a *Final Fantasy*-style jaunt through all three chapters of the film. You take control of the Fellowship, and along the way you'll encounter epic turn-based battles at places such as Helm's Deep. Rumour has it you'll also be able to side with the evil Sauron later in the game. Sadly, there are no plans for an online mode this year, but the developers are optimistic about the possibility of including this feature next time. All in all it should be Hob-bit of alright. Er... sorry.

HAMMER TIME: Monsterous creatures are just one of the things you'll stumble across. Nasty.

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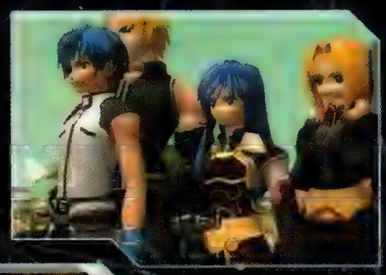

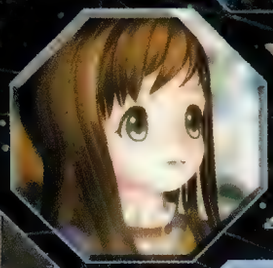

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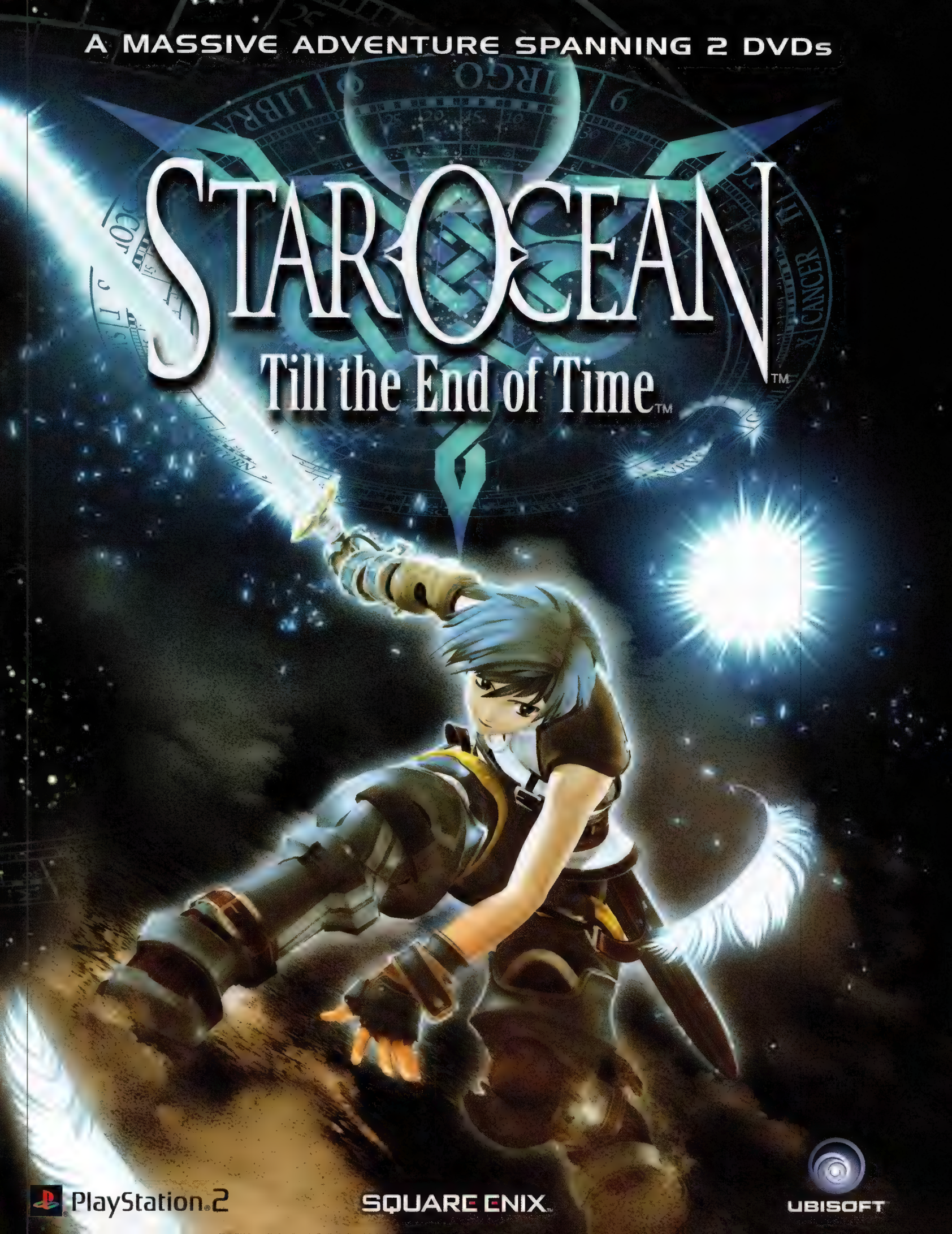
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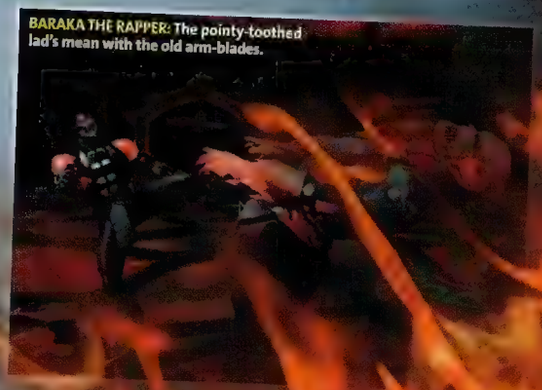
KOMETHEN...

After more than ten years and too many 'k's to kount, Kombat's back in *MK: Deception* – and to celebrate he's our history of all things karnage...

When the screen goes black, it's always bad news for somebody. Kabal might set Liu Kang twirling and razor lumps of meat off him like a squealing flesh-kebab. Mileena could bite a chunk out of Scorpion's face and gob it at the camera. Or Jade might simply stuff an enormous blunt pole clean through Sub Zero's head.

Yes, after the slightly timid fatality-count of *Deadly Alliance* – one per character – *Deception*'s redressing the balance with the most imaginative blood letting yet. Sometimes it's slightly unpleasant. Sometimes it's wincingly brutal. And occasionally – when Boraicho necks a bottle of sake and torches his opponent with a flaming guff, for instance – it's funny. But it's always worth watching. Each character's got two fatalities, but the death-count's bumped up with stage-specific murders that're activated by knocking an adversary into a dangerous area. In response to fan demand, suicides are in the game for the first time ever – if you can tap in your Hari Kari command before being finished, you can snap your own neck or stab yourself through the stomach. The fighting system's similar to *Deadly Alliance*'s, with two styles and a weapon for each character, but it's also possible to pick up stage-specific weapons – strong, but slow, and usually placed inconveniently close to a death-trap. Finally, Konquest mode – not much more than a tutorial in the last game – has been massively enhanced, making it more similar to *Soul Calibur*'s Weapon Master mode. It tells the story of Sunjinko, a young boy tricked into aiding the Dragon King. As the story progresses he gets older, until he's finally the wispy-bearded old gent available in Arcade mode. The world'll be populated by NPCs, with missions that don't just involve beating people up. Hmm...

The other big news is that the whole thing's going to be online – well, apart from Konquest mode – with Puzzle Kombat and Kombat Chess to relieve the monotony of getting humiliated by our chums across the pond. Just remember – if the screen goes black, try to kill yourself first...

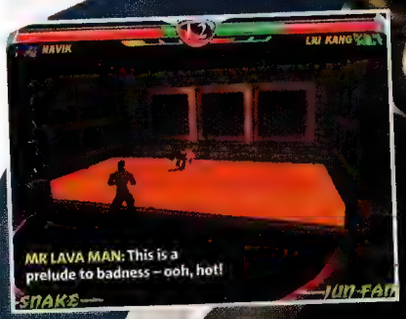


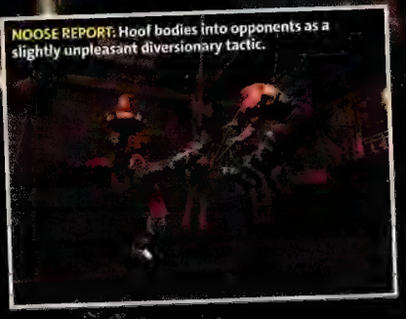
BARAKA THE RAPPER: The pointy-toothed lad's mean with the old arm-blades.

ON.

SPIKE OUT: Fresh death's litter new game, MK: Deception.
MUGAI-RYU
BLADES

CHIN LIKE FLYNN: The klassic Kombat uppercut's back.
HAPKIDO
STATS


HAVIK
LIU KANG
MR LAVA MAN: This is a prelude to badness – ooh, hot!
SNAKE
JUN-FAN


NOOSE REPORT: Hoof bodies into opponents as a slightly unpleasant diversionary tactic.

SCORPION
SINDEL
GRIND CLEFT AUTO: What's really nasty is how they struggle.
MORTAH
CLEAVER

HARDCORE PAWNS

If you're the sort who calls knights 'horsies' and can never remember the rules for castling, don't fret – quick thumbs are more important than Kasparovian brain-power in Kombat Chess. Essentially, you pick five characters who take on different character classes with their own moves and skills. Champions are hard, Shifters take on the form of whoever they fight, Grunts are a bit like pawns and Kings have to be killed to end the game. Sorcerers can teleport, heal or kill characters at will, and occupying 'power squares' gives your side the advantage in a fight.

CHESS & MATE: In the end, though, it's all about how good you are at busting heads.

TONNE FOR ALL THE FAMILY: Super-deformed kharacters or no, it's still pretty nasty.

KENCHI KICK IT: Do you want to risk those lengthy chain reactions?

PUZZLE KOMBAT!

If you liked *Super Puzzle Fighter* on the PSone, good news – Puzzle Kombat's exactly the same as that, only with *Kombat* characters instead of Ryu and the gang. You match coloured blocks and activate chain reactions. Characters have super moves – like Mileena's dagger, which drills through her central line of blocks. When one screen fills, the loser gets a comical mashing, like being squashed by a forty-ton weight.

DRILL BEHAVIOUR: Each special's accompanied by a wallop on the bottom of the screen.

YOU'RE FINISHED!

The ten best Mortal Kombat ways to put your opponent out of their misery... Ever!

10. 'BE'ING KINTARO

► Although you couldn't actually play as a four-armed character until *Kombat 3*, it was possible to be Kintaro – very briefly – in part two. Shang Tsung's secret third fatality saw him turn into the tiger-striped monster and punch his enemy clean in half. Sweet.

9. THE KISS OF DEATH

► Never snog a *Kombat* lady – it'll only end in tears. If it isn't Kitana's inflato-pop peck, it's ten-to-twoer Mileena's razor-sharp teeth. Sonya's the worst, though – in *Deception* a cloud of purple smoke had you chucking up your own lung tissue, just prior to a merciful boot through the skull.

8. FLAME ON!

► An early *MK* Scorpion classic. The spectre whips off his mask to reveal a grinning skull, then spits a gob of flame at his opponent's feet. They scream – briefly – then explode.

7. GETTING THE POINT

► How do you top punching someone into a spiked pit? Easy – by teeing up, then smacking them into *MK2*'s spiked *ceiling*. Cleverly, if you pulled down on both joysticks in the arcade version, they slid off...

6. STOMP IT OUT

► No messing around from *Deception* Jax – he simply flings his opponent on the floor, then jumps on their head from a height. We've seen this happen in the Slug And Lettuce...

5. LICK IT GOOD

► The ladies probably love Reptile – unless he's using his twelve-foot prehensile tongue to rip off their head and eat it.

4. FOR THE CHOP

► Only in *Ultimate MK* Outworld would somebody build a pit deep enough to provide a fatal drop – and then shove whirling blades in it, just to be sure. It's murder to clean...

3. SPINE 'IM!

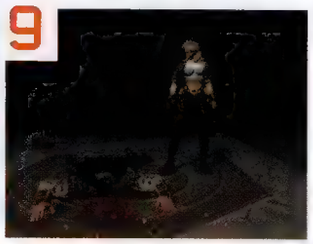
► Simple but effective from Sub Zero mark one in *MK1*: he just tugs his opponent's head off – with the spine still attached. This was cut from the SNES version, and replaced by the slightly rubbish icy-shatter move.

2. UNLEASH THE DRAGON

► Liu Kang made up for his stupid cartwheel kick thing by having the best fatality in part two – turning into a bloody enormous dragon and chomping player two clean in half. Later, he learned how to transform into an arcade cabinet. No, really.

1. THIS IS YOUR BRAIN...

► As a perfectly-coiffured international movie star, Johnny Cage probably gets his nails done on a daily basis. Pity the manicurist who buffs his cuticles after he's plunged his fist into another man's brains, though...



AND THE REST...

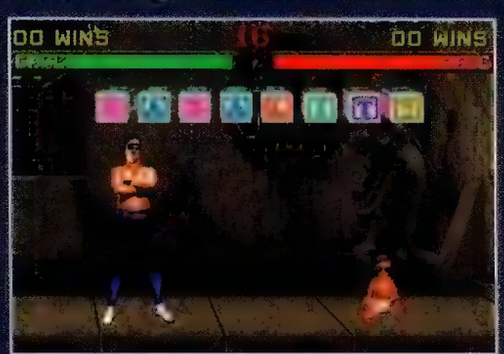
Sick of all the death? End the bout slightly more humanely...

ANIMALITY!

► Hinted at in *Kombat 2*, these finally emerged in part three. You had to grant your opponent 'mercy' to do them – giving them a bit of energy back – but it was worth it just to see Cyrax morphing into a shark. Not to be confused with bestiality, which is much, much worse.

BRUTALITY!

► Essentially, these were just elaborate combos – sorry, *kombos* – where you punched and kicked your opponent so furiously that they literally exploded. Adopted – and swiftly abandoned – around the time of *Kombat Trilogy*.



BABALITY!

► Slightly undermining the ferocious brutality of – say – sticking a spear into someone's throat, winning the third round with kicks in *Kombat 2* let you finish the bout by (sigh) turning your opponent into a baby. Sub Zero looked cute, though.

FRIENDSHIP?

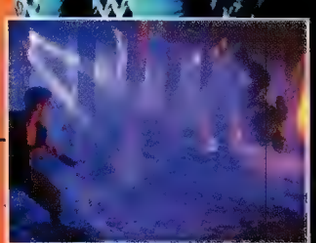
► Ah, sweet friendliness. Johnny Cage signed an autograph for his opponent, Kitana gave them a birthday cake, Jax sang some karaoke tunes and Sub Zero pulled a toy-sized replica of himself out of his trousers. Beserk fans hated them – they were scrapped by part four.

KOINING IT IN...

Messrs Boon and Tobias weren't afraid to squeeze the kash kow until its udders popped. Just look at these korking examples of kapitalism in action...

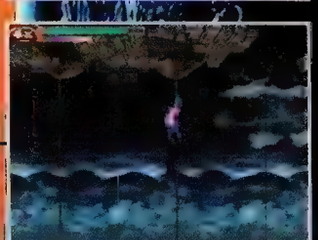
MORTAL KOMBAT: ANNHILATION

► The first Mortal Kombat film – directed by Resi-helmer Paul Anderson – wasn't bad. The second one replaced Christopher Lambert with James Remar, featured a mud-wrestling tussle between Sonya and Mileena, and involved Liu Kang turning into the most unconvincing CG dragon you've ever seen.



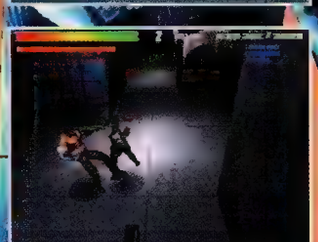
MORTAL KOMBAT MYTHOLOGIES: SUB ZERO

► The first of a projected series of spin-offs featuring characters from the *Mortal Kombat* games also happened to be the worst side-scrolling beat-em-up ever devised. Sometimes – honestly – you had to jump onto a moving platform that you couldn't even see. It's dead now. Good riddance.



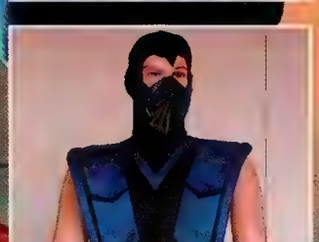
MORTAL KOMBAT: SPECIAL FORCES

► The second of an... etc – but *Special Forces* wasn't actually *that* terrible, pitting Jax and Sonya against the Black Dragon in a wandering adventure thing.



THE KOSTUMES

► To be fair, we're not sure Ed Boon had anything to do with these, but they're so great we had to mention them. Order one for yourself at www.hollywood-costumes.com.



THE KHARACTERS

Deception features 24 kombatants, including eight 'noobs'. It's all part of the biggest beat-em-up soap opera in history, with more betrayals and deaths than an entire year of Eastenders. Get up to speed with PSM2's *Kombat* family tree.

NIGHTWOLF

A historian and shaman – Nightwolf returns for *Deception*, swinging a pair of tomahawks and fighting in the Vale Tudo style.

SPECIAL FORCES

SONYA

Part of U.S. Special Forces Nether Realm liason agency – no, really – Sonya's constantly after Kano after he murdered her partner. Cameron Diaz was to play her in the movie.

JAX

The strongest man in the world apparently, and mate of Sonja's. If you're wondering about the metal arms, he got them after being slashed up in a messy scrap with Baraka.

KENSHI

Blinded by Shang Tsung before *Mortal Kombat 1*, Kenshi's out for revenge. Beaten by Mavado but saved – and recruited – by Sonya, he's now working for special forces.

STRYKER

Slightly unpopular character saved from Shao Kahn's Earth Realm invasion by Raiden.

THE BLACK DRAGON

KANO

Fought Goro in *MK1*, got captured in part two and teamed up with Shao Kahn for the third instalment. Joined up with Quan Chi, but eventually got his head kicked in by arch-enemy Mavado. Look out for the Crocodile Hunter reference when he fights Reptile in Konquest mode...

NEW! KIRA

The sole member of the Black Dragon clan since the death of Kano, Kira's after Mavado for revenge. Nice tattoos too.

JAREK

A member of the Black Dragon, who ended up fighting alongside Sonya in Shinnok's attempted invasion of Earth. Ah, the irony, eh?

KABAL

Mashed up by Motaro and eventually killed by Mavado – who nicked his hook swords – Kabal's somehow back for *Deception*. Still, wandering Outworld as a nomad obviously hasn't done much for his personal hygiene – his Stink Cloud move's simply a massive floating ball of chuff that incapacitates opponents.

SHOKAN

KINTARO

Massive cheating tiger-monster from *MK2*. Killed by Raiden, thank Christ. Infamously, you could 'be' him – very briefly – by holding down low punch for thirty seconds to do Shang Tsung's mega morphing fatality.

SHEEVA

Another disgruntled employee of Shao Kahn, upset by his favouring of the centaurian race over her own. Betrayed by Kano, then killed by Kahn.

GORO

The ultimate badass from *MK1* learned the error of his ways and ended the Shokan/Centaurian conflict in *Ultimate Mortal Kombat*. Later on he made friends with Kitana and was eventually killed by – sigh – Noob Saibot.

SHAO KAHN

The emperor of Outworld, notable for being a huge, self-aggrandising show-off who constantly referred to himself in the third person ("Feel the wrath of Shao Kahn", etc). Now dead, thank Christ.

SHANG TSUNG

Incredibly old in the first game, then restored to his youth by a slightly stroppy Shao Kahn, sorcerer Tsung eventually turned on his master to form the *Deadly Alliance* with Quan Chi.

REPTILE

Originally Shao Kahn's personal bodyguard, Reptile started working for Nitara after the big lad was killed by the *Deadly Alliance*. Unfortunately, he wandered into the throne room just as the Dragon King was looking for a body to possess – talk about your bad luck, eh?

DRAHMIN

An Oni employee of Shang Tsung – he's constantly surrounded by rot-flies and wears the Mask Of Kun-Lo to contain his unstoppable rage. Great fun at parties.

THE RED DRAGON

MAVADO

The leader of the ancient Red Dragon clan – thought to have killed Kano at the end of the last game, despite the handicap of using rubber bands as his main weapons.

HSU HAO

An employee of Mavado's with a cybernetic heart which – no kidding – *stops him from being distracted*. Unfortunately, Jax ripped it out of him at the end of *Deadly Alliance*, so he's off the roster.

ELDER GODS

FUJIN

The God Of (tee-hee!) Wind. Friends with Raiden.

RAIDEN

The Thunder God with a soft spot for Earth Realm. Became an elder God in *MK4*, returned to Earth in *Deadly Alliance* and sacrifices himself in an attempt to kill the Dragon King in *Deception*...

NEW! DARRIUS

Leader of the resistance in the realm of order, Darrius lives in the shadows. To some he's a hero, to others he's a terrorist. It says here. He practices Leopard-style and Shinto Ryu.

CHAMELEON

Appeared in two different versions – N64 Khameleon had all the lady-ninjas' moves, but PSone Chameleon represented the lads.

NOOB SAIBOT

A super-secret all-black ego-stroke for co-developers John Tobias and Ed Boon (it's their names backwards, see?), awarded for getting 50 wins. In *Deception* he tag-teams with Smoke, rather than changing fighting styles.

BLAZE

One of *Deadly Alliance*'s slightly lazy secret characters. A big fiery man – and that's about it.

NEW! HOTARU

Hotaru's destiny is to maintain order or 'regulate impropriety' in Outworld. He fights with the huge Japanese sword-spear thing known as a Naginata, and rips his opponent's arms off in one of the best new fatalities.

NEW! DRAGON KING

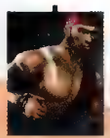
The first ruler of Outworld, whose 'undefeatable' armies were entombed with him after his death. Shang Tsung and Quan Chi managed to resurrect him from a giant egg at the end of *Deadly Alliance*, and he's the supreme boss in *Deception*. He's in Raiden's *Deadly Alliance* ending, looking a bit like Mer-Man from Masters Of The Universe.

THE ORDER OF LIGHT

KUNG LAO
The – ah-ha – descendant of the original Kung Lao, as killed by Goro. Chums with Liu Kang.

BO RAI CHO
The legendary wet-brain and trainer who prepared Liu Kang and Kung Lao for the tournaments – he couldn't win himself, because he's technically part of the Outworld. His name's a variation of 'borracho' – Spanish for 'drunk.' Obviously.

LIU KANG
The champ from the first four tournaments got a thorough kicking – and a swift neck-snapping – from Quan Chi and Shang Tsung at the start of *Deadly Alliance*, but he's back – if looking a bit peaky – for *MK: Deception*.



KAI
Recruited by Raiden to help repel Shinnok's invasion in *Kombat 4*, Kai's another protégé of the White Lotus.

EDENIANS

KITANA
Princess of Outworld, adopted – and, somehow, given amnesia by Shao Kahn – after he killed her parents. Or *did* he? Etc. Played by the implausibly pretty Talisa Soto in the film version.

TANYA
The traitor who allowed Shinnok to conquer Edenia. Not too popular with Sindel and Kitana, funnily enough.

JADE
A secret character from *MK2* – you had to complete an entire round using low kicks to unlock her. She was sent to kill her girlfriend Kitana by Shao Kahn, but ended up turning on Reptile instead.

RAIN
Another ex-employee of Shao Kahn, Rain came from Kitana's home world of Edenia. He was a bit rubbish, to be honest.

MILEENA
A clone of Kitana – all part of an elaborate prank by Shang Tsung – who wasn't quite as pretty.

JOHNNY CAGE
Massive poser with a JCVD-influenced do-the-splits-and-whack-them-in-the-plums move. He bought it before *Kombat 3* – his grave's visible in one stage – but somehow had his soul restored for the later *MK* instalments.

MOTARO
The one-time head of Shao Kahn's assassination squads, boss of *Mortal Kombat 3*. Killed by Sheeva.

MOLOCH
Shang Tsung's beastly hench-monster from *Deadly Alliance*.

SINDEL
Kitana's supposedly-dead mum, resurrected by Shao Kahn as part of a slightly convoluted plan to take over the Earth forever. Needless to say, it didn't work, thanks to her skin-flaying sonic scream move.

MOKAP
A motion-capture artist who worked with Johnny Cage and fought – seriously – covered in bloody ping-pong balls.

QUAN CHI
Arch-sorceror and one-time ally of Shinnok who nicked Raiden's sacred amulet and formed the *Deadly Alliance* with Shang Tsung.

LI MEI
Part of a village enslaved by the *Deadly Alliance*, although sadly her kneecap-impalement move's been abandoned for the new game. She's a bit less scantily-dressed in *Deception*, mainly thanks to the presence of some ladies on the development team.

NEW!

ASHRAH
A warrior sent from the heavens to fight evil, and a bit like a female version of Raiden. She fights with a wobbly-edged knife known as a Kriss.

KEY

- FRIENDS
- RELATIVES
- ENEMIES

BARAKA
Part of Shao Kahn's army of mutants, who briefly went out with Mileena, then dumped her and started working for Quan Chi – and now works for the Dragon King. Shame – they made a lovely couple.

NEW!

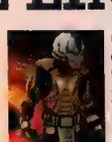
KOBRA
A kickboxing champ with a set of kali sticks. There's not much else we know about him at the moment, unfortunately.

NITARA
A vampire-lady engaged in an elaborate plot to free her world from the clutches of Outrealm. Pops up again in *Deception*.

THE LIN KUEI

SHINNOK
Banished to the Nether Realm for crimes committed against his once fellow Elder Gods, Shinnok was freed from his confines by Quan Chi. The main boss from *Mortal Kombat 4* and *Mythologies*, but curiously glossed over since.

SCORPION
Killed by the first Sub Zero, then resurrected – he killed the *first* Sub Zero, fought the second one to a standstill but *then* found out that Quan Chi was the murderer of his family all along. Tch, eh?



CYRAX
One of the three cyborg ninjas sent to destroy Sub Zero by the Lin Kuei. He was later reprogrammed and sent to work for the Special Forces team.

ERMAC
Allegedly appeared in *MK1* due to a glitch that turned Reptile's outfit red and displayed an Error Macro (see?) message. He made his first proper appearance in *Trilogy* and returns for *Deception*. He's made out of the best bits of dead warriors, apparently.

SAREENA
A demon of the Nether Realm, fighting to keep her unearthly beauty. Why doesn't she just, say, moisturise more regularly or something, eh?

SUB-ZERO
A Lin Kuei assassin (probably) killed by Scorpion during the first tournament. Why's he still in it? Ahh...

'YOUNG' SUB-ZERO
Although he's knocking on a bit now, the current Sub-Zero's the younger brother of the original. He's also saviour of the Lin Kuei and mate of Scorpion.

SEKTOR
Another cyborg, this one sent to – tch – take out rogue robot Cyrax. He later went nuts, started creating his own cyborg army and tried to take over the Lin Kuei from Sub Zero.

REIKO
A general in Shinnok's army – killed in an attack on the Elder Gods.

FROST
A new girl brought in under Sub-Zero's Lin Kuei recruitment program – she betrayed him at the end of *Deadly Alliance*, and ended up as a giant ice-pop. That'll learn her.

SMOKE
A secret fighter in *Kombat 2* – accessed by hitting ▶ when John Tobias popped up and shouted 'Toasty!' on the Portal Stage – he went on to become a robot in part three, most memorable for his slightly OTT blow-up-the-entire-world fatality.

"A DEFINITE OLD MOUNTAIN MAN DOESN'T UNDERSTAND WHAT 3D MEANS"
EX ZEUS PAGE 80

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

74 **HEADHUNTER: REDEMPTION**
Memorably described in the PSM2 office as a "straight-to-video Channel 5 action film". We're not entirely sure that's a compliment.

76 **CRISIS ZONE**
Old-skool enough to own a lightgun? Then you might want to get this. Or, indeed, you might want to buy *Second Sight* instead. You know what's best.

78 **CRIMSON SEA 2**
It's a bit like – you guessed it – *Dynasty Warriors* in space. Which means it's got lots and lots of aliens to kill. It's horribly nice.

You want more?!
We've got reviews of Indycar Series 2005 (78), Cabela's Dangerous Hunts (78), Ex Zeus (81), and Isle of Man TT Superbikes (81). Will that do you? Thought so.

WELCOME...

DAN G

Either industrial espionage is rife within the games industry or ideas pop fully-formed into developer's heads simultaneously the world over.

How else to explain last month's excellent *Psi-Ops* and this month's even more excellent *Second Sight*? Both games sport the ability to bash men to death with your mind – nice, that – and much more besides. But that common ground aside, they've turned out to be very different games – *Psi-Ops* a slam-bang actioner, *Second Sight* a more considered adventure. We love them both, and both have come as immense surprises. More, please.

Otherwise, it has been a sparse month for reviews – the traditional 'summer drought'. Presumably this is why cack like *Ex Zeus* and middling-nonsense-for-American-rednecks like *Dangerous Hunts* get released, as they've got bugger-all competition. But we're too clever to be fooled by that, eh? Indeed we are. Stay sharp.

MASSIVE REVIEW! ▶ PAGE 62

SECOND SIGHT

The TimeSplitters team's latest

PLAYING PS2 LONGER, HARDER,

▶ DANIEL GRIFFITHS
EDITOR: Dan had the freakin' balls to go on holiday this month. He spent two weeks whinging about the appauling spelling and punctuation before he realised he was in Spain.
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *Dangerous Hunts*

▶ DANIEL DAWKINS
DEPUTY EDITOR: Dan went to both Barcelona and New York this month in the name of keeping PSM2 real. If you squeeze him real hard he weeps pretzels and tapas.
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH: *TimeSplitters: Future Perfect*

▶ JORIN SIEVERS
PRODUCTION EDITOR: Sadly, Jorin packed his bags and left us this issue to once more surf the world like an enormous man-shaped Littlest Hobo. Stay safe, fella.
SPECIALIST IN: Strategy Action
FAVE GAME THIS MONTH: *DJ: Decks & FX*

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THE BUTTERFLY EFFECT 87

WINNING ELEVEN 8
Best. Football. Game. Ever? Find out if *WE8* is the champion of the footballing world on page 82

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:

NATHAN IRVINE
STAFF WRITER: Nathan's building his own robo-mind from old broken PS2s in a bid to take over the world. So far he's managed to conquer his own bedroom. Still, he has plenty of time.
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH:
Winning Eleven 8

JES BICKHAM
WRITER: Jes's alarming habit of wearing only a vest and socks in the office has blinded many a member of the PSM2 office. Apart from Dan G, who simply winched up an eyebrow.
SPECIALIST IN: RPGs
FAVE GAME THIS MONTH:
Indycar Series 2005

ANDREW KELLY
STAFF WRITER: It was Andy's birthday this month. He celebrated turning 13 in the traditional Scottish manner: eating stones and lifting his checked skirt at ladies.
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH:
Second Sight

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no bullshit scores that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best gaming magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how GoHs mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that games cost over £30 – that's why PSM2 offers genuine buying advice. Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan – our experts test the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- PSM2's reviews are illustrated with secret characters, end level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

INFOSTRADA

Developer: Free Radical
Publisher: Codemasters
Players: 1
Memory Save: 223kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

"ACHIEVES THAT ALL-IMPORTANT WOW FACTOR WITHOUT POPPING HEADS"
PSM2#52

GAMEFACTS

Adventure
Original
Funny
Addictive

- Control Vattic in two different periods of his life: before he can use psychic powers and afterwards.
- 13 weapons including shotguns, pistols, tranq darts and sniper rifles.

"BEAUTIFUL DESIGN AND A TRULY NOVEL TAKE ON THE STEALTH GENRE"

TOP 5 UNLIKELY HEROES

- Gordon Freeman (*Half-Life*)
- John Vattic (*Second Sight*)
- Peter Stillman (*Metal Gear 2*)
- Harry Mason (*Silent Hill*)
- Peter Parker (*Spider-Man*)

GAMEPIE

- **40%** Tossing men
- **20%** Chucking boxes
- **20%** Creeping
- **10%** Shooting people
- **10%** Sniping

STAIR MASTER: Pick this hapless orderly up and chuck him down the stairs. Lovely.

"THE BODY IS WEAK BUT THE MIND IS STRONG"

SECOND SIGHT

PSM2 GAME OF THE MONTH

PSM2 GOLD AWARD

Proof again that good design always triumphs over tawdry licensing and flashy gimmicks.

It's easy to get complacent about stealth games. Seems you can't pick up a joypad these days without being expected to tip-toe past a SWAT team or tremble pathetically in the dark while a man in a mask adjusts his crotch just inches away. Sounds exciting doesn't it, but all this wall-pressing stuff was starting to get on our spuds. But still they come – they sweep over the charts like a virulent summer rash across a bus driver's buttocks. So thank Bessie for *Second Sight* – a stealth game with a twist. Just as we were about to cut up our sneaking suits to use as dusters it turns out to be exceptionally good. You're not a bestubbled, grizzled operative, nor are you a genetic super clone – you're John Vattic; a small, spectacle-wearing scientist who can chuck people around using only his bulging cerebellum.

Whereas last month's *Psi-Ops* (86%) gave us searing hot thrills and grizzly, limb-shredding madness, *Second Sight* is very much the thinking man's telekinetic adventure. Your powers are used more for *avoiding* danger rather than eliminating it, and although there are moments of unbridled action, the game remains subdued and unrelenting in its entirety. The stealth sections are, predictably, pretty done by the likes of *Metal Gear Solid*, but the rest of the game more than makes up for it by excelling in almost every conceivable way.

The beauty of *Second Sight* is its overwhelming sense of freedom – you can approach a situation logically, poring over the level looking for weak spots and loopholes, or you can simply unleash a flurry of furious gunfire and choke people to death with your steely cold mind-fingers. This is thanks mainly to Free Radical's peerless level design – the terrifying amount of thought and effort that's gone into creating the game makes a mockery of just about anything else you could care to mention, and the gameplay itself is a majestic blend of traditional gunplay, exploration and stealth that merges to form one beautifully cohesive whole.

The game opens with a tantalizingly vague intro sequence. You know nothing about your whereabouts or, more importantly, why you're able to hurl things at people with your brain. This might seem odd at first, but what the developers are actually doing is planting seeds in the back of your mind, ready to germinate as the rest of the game unfolds through a series of playable flashback sequences. It's a novel approach to videogame storytelling and the narrative flow is faultless. Even

WORKING FOR THE MAN

The third mission, Fieldwork, is the first to feature a powerless Vattic. You take to the snowy plains of Siberia with Colonel Starke and his troops, but the place has been overrun by snipers. Edging your way across several *massive* environments, you pick off gunners with your sniper rifle...

DUCK OF THE IRISH: Keep hidden or Starke will yell at you. Pop out when the snipers are reloading.

THE COLD AND THE BEAUTIFUL: There are even more snipers perched atop this base, so stay low.

JAYNE'S ADDICTION: Here's the lovely Jayne Wilde. She helps you out towards the end of the mission.

EXTRAS! EXTRAS! EXTRAS!

Asteroids and laughs

- Find the arcade machine in the Reliance mission and you can play an *Asteroids*-style mini-game. Also, it'll be saved to Vattic's PDA, so you can play it any time you like. There's even a built-in high score table. Madness.
- Read and access all of the game's computers and documents. There's humour everywhere that will be familiar to *TimeSplitters* fans.

CROUCHING TIGER: This lobby is surrounded by armed police. Sneak past or immobilize them.

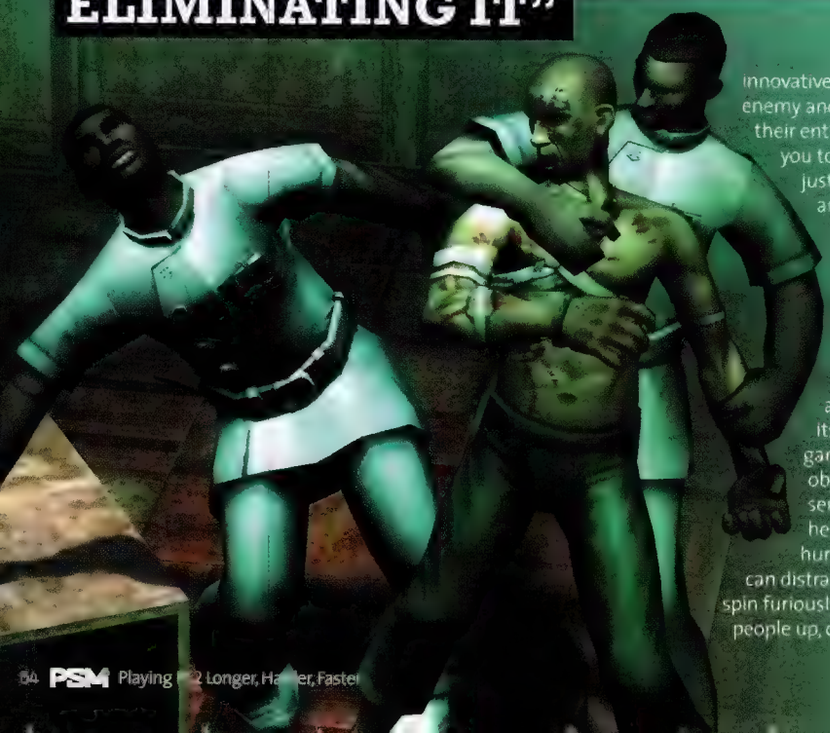
SUNGLASSES AT NIGHT: Possess a guard and he becomes your mental slave. Useful for stealth.

RIDERS ON THE STORM: As a blizzard rages, Vattic and Starke mop up some enemy snipers.

towards the end, when a couple of fairly obvious plot devices are wheeled out, it's effectiveness rarely wanes.

Controlling Vattic is acutely simple. His actions are tied together by the shoulder buttons, and selecting items and powers is as easy as tapping up or down on the D-pad. Aiming makes use of an innovative targeting system – lock on to an enemy and a large reticule appears around their entire body (think *Vice City*), allowing you to pinpoint specific body parts with just a gentle tweaking of the right analogue stick. Using telekinesis is even easier; simply select the power and tap R2 to initiate whichever ability you've chosen.

"YOUR POWERS ARE USED MORE FOR AVOIDING DANGER RATHER THAN ELIMINATING IT"



Ah yes, Vattic's powers. They're the meat, potatoes, gravy, peas and chips of *Second Sight*, and the reason that it towers high above the likes of *Splinter Cell* with its meandering 'crouch, creep, crawl' gameplay. Vattic can, of course, pick objects up using telekinesis, which serves one of several purposes. Firstly, he can knock enemies off their feet by hurling objects at them. Secondly, he can distract guards by making clock hands spin furiously and the like. Lastly, he can pick people up, choke them and toss their lifeless bodies through windows like cheap rag dolls.

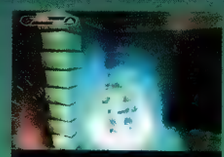
Other powers include the immensely satisfying 'Project' skill that lets Vattic send a ghostly image of himself across the level with which he can possess enemies with a prod of the ⊗ button, 'Heal' (obvious, really) and 'Charm', a power that lets you saunter past enemies without them noticing you. Using telekinesis drains a meter located under your health bar, but it recharges at such a rate that you don't really notice. It simply prevents you from 'Charming' your way through entire levels, which would actually be anything but – another example of *Second Sight*'s impeccable design.

The game's cutscenes are also worth a mention. The animation is, quite literally, second to none and every character comes alive with movement. While Free Rad have had a decent stab

POWER LUNCH

There's much more to *Second Sight* than telekinesis, but here's a quick breakdown of what Vattic's pulsing cerebellum can unleash. Only a couple are available from the beginning, but as the flashback sequences play out, he gradually remembers them until he's fully loaded.

POSSESS: Consume a guard's mind and control his actions.



HEAL: Find somewhere quiet and recharge Vattic's health.

TELEKINESIS: You'll use this one the most. You can throw objects, but as your power increases, guards can be choked to death.

WEAPONS: Floating guards can be shot in mid-air.

PSI BLAST: Unleash a powerful surge of energy.

PROJECTION: This useful power lets Vattic scout the level by casting an image of himself that's invisible to enemy soldiers.

MIND BURST: Toss projectiles at guards to knock them over.

SWITCH: If a switch is out of reach, flick it with telekinesis.

BODILY ASSAULT RIFLE: Pin down these nasty guards with heavy rifle fire.

IN THE MOUTH OF MADNESS

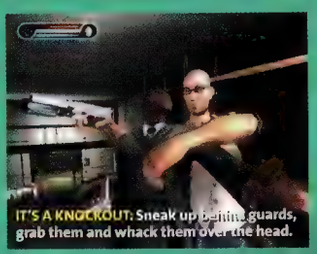
One of the stealthiest missions, Madness, takes place in this huge mental asylum. After hearing of Jayne's incarceration, you attempt to infiltrate the building to rescue her. Getting inside is your first challenge. Avoiding searchlights and guards, you crawl through a window and enter. Inside, you learn your 'telekinesis plus' ability which lets you hurl men around with your mind. After making your way through wards, dodging orderlies and security cameras, you finally reach Jayne.

JEKYLL AND HIDE: Getting through this courtyard is your first challenge. Use the charm ability to sneak past the guards.

MENTAL GEAR SOLID: Once you're in, things get even harder. Try not to wake up the patients and sneak past the orderlies. Tough.

LASER QUEST: This fantastic little retro arcade game can easily eat up half an hour.

MONITOR LIZARD: Plumes of electricity flash as you rip out these monitors.



IT'S A KNOCKOUT: Sneak up behind guards, grab them and whack them over the head.

at creating 'proper' realistic characters this time (instead of *Splitters* bendy fools) they're still rather cartoony. That said there are a thousand tiny touches that make every cinematic interlude ooze a quality that's rarely seen in videogames nowadays – John adjusting his glasses slightly, a nervous hand gesture or a subtle raise of an eyebrow. In-game animation is also to a high standard and many of John's acrobatic moves are completely life-like.

What? Oh, sorry – excuse the uncontrollable gushing, but *Second Sight* has convinced us that amidst a soulless grey whirlpool of below-average tat, a game can still inflame our senses and stir our blackened souls with its terrifying beauty. It has its flaws – relentless AI, twitchy camera, sound problems – but compared to most other games, it's almost perfect. In fact, the niggles aren't even worth mentioning in light of its countless redeeming features.

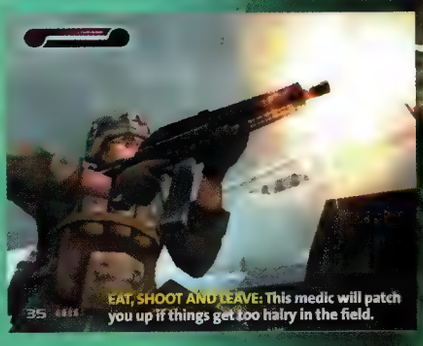
But, alas, no one'll buy it. Hell, chances are *you* won't even buy it. You see, the majority of gamers these days prefer the excesses of flashy licensing and tacky gimmicks to bare-boned, blood and guts gameplay. But we implore you: give *Second Sight* a chance – it's more than just a game, it's something you have to *experience*. It'll restore your faith in gaming and for ten sweet hours you'll be encased in a tomb of pure, unmuddied *gameplay*.

Oh, bugger. We've run out of space and we haven't harped on and on about how wonderful the atmosphere is yet. Or how fantastic some of the outdoor sections are. Or the way you can interact and work with AI characters. We haven't even so much as whispered about the music, which is stirringly cinematic and effortlessly stylish. Or the professional voice acting. We haven't discussed the merits of any of these things. But by now you're dying to experience the game first-hand. Or you're ready to flip the page and forget the game ever existed. Well, let us just say this; you're missing out on something very special indeed. **Andrew Kelly**

■ *Do yourself a favour and buy Second Sight on September 3.*

"A MAJESTIC BLEND OF TRADITIONAL GUNPLAY, EXPLORATION AND STEALTH"

LOBBY GUARD: These shock troopers appear towards the end of the game.



EAT, SHOOT AND LEAVE: This medic will patch you up if things get too hairy in the field.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ An intuitive blend of shooting and scrying. – The AI can be fearsome if you're discovered.	+ Great character design and sublime animation. – There's a horrible sewer level that's ugly as sin.	+ Amazing voice acting and a rousing score. – No complaints. It's almost audibly perfect.

LIFESPAN

We finished it ten hours but if you play for kicks it'll take you longer. Plus the 'Challenging' difficulty level is rock hard...

MINUTES — YEARS

IT'S BETTER THAN...
PSI-OPS

IT'S WORSE THAN...
METAL GEAR SOLID 2

PlayStation.2

Beautiful design and a truly novel take on the stealth genre. Free Radical have excelled themselves, and this is a definite must for *any* discerning gamer.

90

INFOSTRIP DETAILS
Dev: Juice Games
Publisher: Acclaim
Players: 1-6 (online)
Memory Save: 78kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IT LOOKS MIGHTY FINE AND SPRINTS ALONG AT A CRACKING LICK"
PSM2#52

GAMEFAX
Hard
Steering Wheel
Network Play
Driving
TRIVBURST
- Buy and spend time tuning 50 licensed vehicles.
- Races take place during day and night, and in varying weather.
- Tons of parts from genuine tuning and tyre brands.

THE MON£Y SHOT

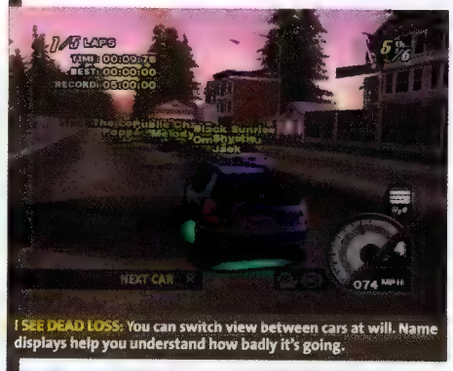
The hilarious intro featuring songstress Shystie mugging it up in one of the game's cars. What's that chorus? "Tits up / mumble mumble / pedal to the floooor"? Good Lord.

SPIDER-MAN OR DODDY PARKER: It's this kind of behaviour that ruins it for everyone. Tee hee.

GOING STRAIGHT: Drag races are all about gear changes and nitrous.

BUILD IT AND THEY'LL COME

Watching AI drivers race is a dispiriting experience, especially if you've just bet on one to win. You watch it wander along in fourth gear, or scrape along the barrier, or catch the car in front and brake instead of pulling out. Brake? This isn't Formula One. How about overtaking?



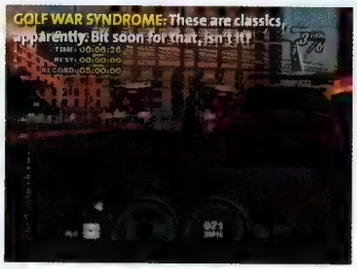
I SEE DEAD LOSS: You can switch view between cars at will. Name displays help you understand how badly it's going.

LET ME DOWN: Post race stats can be depressing reading.

THEY HATE YOU: Even the crowd laugh at your failure.

BUNCH OF ARSE: It's all about the looks – driving your creations is little fun.

NSX APPEAL: You get everything from supercars to shopping cars.

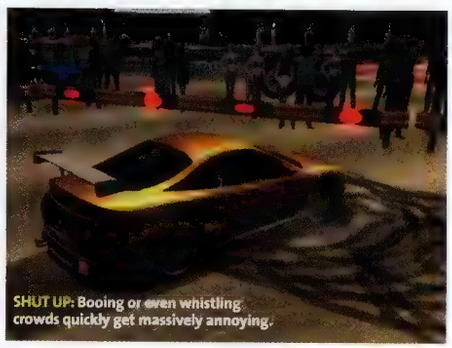


GOLF WAR SYNDROME: These are classics, apparently. Bit soon for that, isn't it?

"EARN YOUR RESPECT ON THE MEAN STREETS"

JUICED

Big exhausts, loud paint, terrible driving... it's like a darkened Burger King car park in a game.

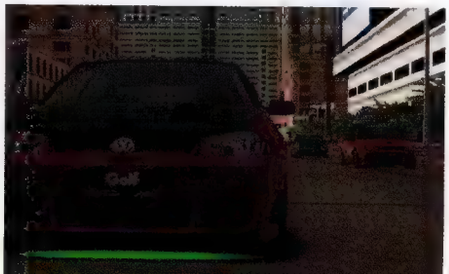


SHUT UP: Booing or even whistling crowds quickly get massively annoying.

Squeezing fun from *Juiced* is like squeezing juice from an apple... with your hands. You know there's quite a bit in there, but Christ it's hard to get out. And afterwards you might well feel a bit demoralised and pathetic for even trying, not that the greengrocer will understand, or even stop kicking you and shouting about perverts. Greengrocers, eh? It was only an apple.

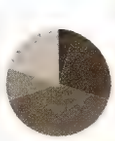
It looks so shiny and edible. The many cars of *Juiced* look fantastic, and the customisation is top line – even hideous grandma turismos, such as elderly Honda Civic saloons, look like worthwhile purchases once you understand the power of the customisation process. Paint, body kits, wings and wheels can all be swapped for outrageously-styled versions, while performance can be seriously enhanced with turbos, nitrous, suspension upgrades, bigger exhausts and better tyres. It all makes noticeable differences, and invariably looks brilliant, but sadly it's all in vain.

Juiced's tracks look good too, with much detail and some cheesy, but still welcome, background movement – passing jets, swinging cranes – and miles of metal barriers. But after a while, you begin to wonder if somebody's magnetised your car, such is its desire to punch into them. The basic problem? Threading through street circuits requires deadly precision, but *Juiced* serves up handling of such unpredictable vagueness it's almost impossible to do the same thing two corners in a row. In fact, you're as likely to hit the inside of the corner as slide into the barrier on the way out. It's almost impossible to know how much the car's going to turn, and when. For a game that supposedly revels in wild, show-off driving, this is bad news. Worse news is that circuit races actively discourage stupidity – sliding kills your speed, and



QUESTION...

"How does chav-racer favourite nitrous – more specifically nitrous oxide injection – actually work?

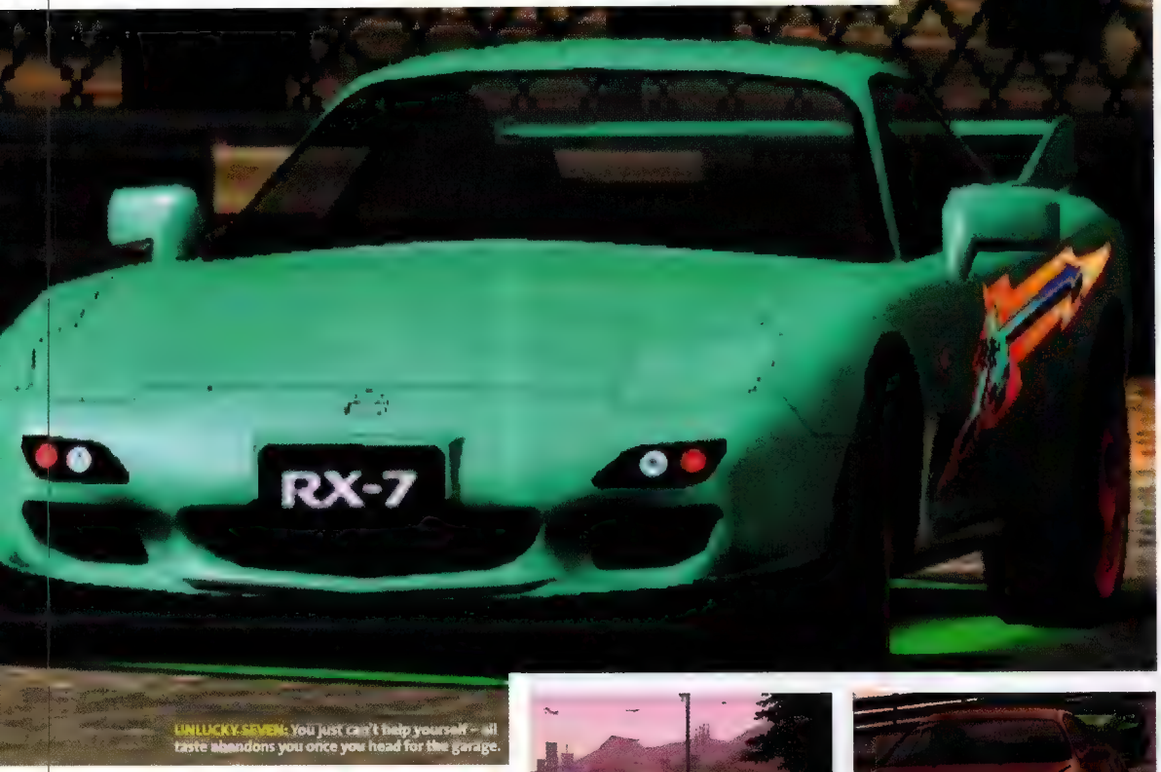


GAMEPIE

5% Winning cash
25% Paying out cash
40% Sighing
10% Watching it load
5% Doing maintenance

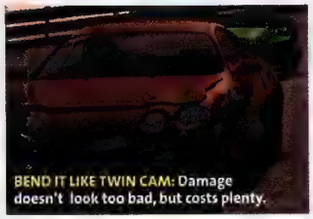
ANSWER

Nitrous cools the air in the combustion chamber, making it denser, so more air fits in. It also releases extra oxygen. You can now add more fuel to produce more power. Woo!



UNLUCKY SEVEN: You just can't help yourself – all taste abandons you once you head for the garage.

GREENIE: The car models are great, and modifications look spectacular.



BEND IT LIKE TWIN CAM: Damage doesn't look too bad, but costs plenty.

CIRCUIT HARDER: Bored of going in circles? Then go in smaller circles. Stunts are fun – for a while.

skids rapidly become utterly uncontrollable half-spins. Get messy even once and you can kiss goodbye to a race win, and after that you're punished over and over again.

Here's how that works. The career revolves around a calendar of races – circuit, point-to-point, sprint and show-off – starting in January. We aced the first few and bought ourselves a Type-R Civic, which we styled and tuned like we'd banged our heads once too often. Then everything went wrong. A typical race involves being spun out by another car (even in a drag strip sprint), or spinning uncontrollably as soon as you turn into a corner, or suddenly in the middle of it, or on a bump, or from trying to turn on grass, or from trying to go straight on over the grass. Small hits create nitrous leaks, so then your best tool for catching up dribbles onto the road... Meanwhile being rear-ended at speed damages your steering. Curbs cause different responses every lap, while lowering the car seems to make things worse. And

"THE BETTER YOU DO, THE NICER YOUR CAR, AND THE HIGHER YOUR RESPECT GAUGES RISE"

afterwards, your respect levels drop because you lost. Or were second. It's a downward spiral.

It's all about respect. The better you do, the nicer your car, the higher the respect gauges rise and the greater the number of events you can enter. However, with cars that handle like sleepy wasps, the opposite is usually true. You crash, you get a very large bill, you get fewer events in which to make it up. We were soon advised to enter more pink slip races (where the car's at stake) and bought a CRX especially, only to find nobody respected us enough to race us. By May we had to sell the CRX. By August our last $500 went on a failed bet and the Type-R was sold. By September we were driving something bought from a junkyard and facing bankruptcy. Perhaps the game took pity on us, but things turned around here – we even started winning other people's cars – but

CHANGING VROOMS

Nobody could deny *Juiced* looks great. In fact, customising the car is the most fun you can have, and even all the paint options look fantastic – not even *Gran Turismo* manages that. With so many colour and styling options, you really can create something that's a) utterly spectacular, b) highly individual and c) as tasteless as seafront candyfloss.

CRUSH IT! Look, some old dear's carked it on the way to Tesco and left her hideous pension chariot here. Quick, snap it up!

GETTING THERE: Some tasty wheels and a body kit disguise its essential crapness. Still smells of old lady as well.

SLAMMED: Now that's worth circling the estate in all weekend. Lowered, painted, decalled, neoned... and a big exhaust. Nice!

Christ it was a long haul. And the driving never actually *became fun*.

Slightly awkward menus and intrusive loading times don't help either, chewing up the huge city into forgettable bite-sized chunks. Among all this is the 'crew' system where AI racers join your swerving club, but when the basic driving's so flawed, it's hard to care. Racing games are about racing – like, duh – and if that's not right, no amount of shiny paint can save it. Yes, *Juiced* has some genuinely interesting elements in the career, the customisation and the betting, but actually driving is painfully unrewarding. **Steve Williams**

■ *Juiced limps off the start line in September.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's great fun pimping out the cars. – But very frustrating trying to race them.	+ Fantastically solid and stylish vehicles. – Ugly menus and loading screens throughout.	+ Engines like experimental synth jazz. – 'Hip' soundtrack quickly repeats and grates.

LIFESPAN

It's a big game, but it requires unnatural dedication to care enough to want to complete every element of it.

MINUTES ... YEARS

IT'S BETTER THAN...
CRASH NITRO KART

IT'S WORSE THAN...
BURNOUT 2

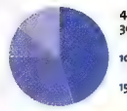
Juiced looks great and has some interesting elements to help it stand out, but driving the cars – tuned or not – is all work and no play. Disappointing.

59

INFOSTRADA

Developer: Koei
Publisher: Koei
Players: 1-2
Memory Save: 455kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

The smart arse thing to say down the boozer.
"Continuing their dedication to historical accuracy, Koei have included many real Han dynasty characters"


45% Slaying entire armies
30% Legging it around grey landscapes
10% Galloping around grey landscapes
15% Tinkering with your political strategies

GAMEFACTS

- Around 50 political strategies at your disposal.
- Advanced character editing mode adds depth.
- Capture enemy officers in battle and force them to do your bidding.

INTO THE LIGHT: Dynasty Warriors' Musou attacks never fail to impress or cause mass carnage.
THE MONEY SHOT
Musou attacks are the trademark of the Dynasty series. Pressing ◎ triggers a cascade of blinding light followed up by a torrent of vicious blows which make you feel unstoppable.
Zhang Fei
196
K.O. COUNT

"ORNATE HELMETS, BEJEWELLED WEAPONRY AND DEATH. LOTS OF DEATH"

DYNASTY WARRIORS 4: EMPIRES

PSM2 BRONZE AWARD

Koei add a sprinkling of political intrigue to their tried and tested combat recipe. Still tastes like chop-socky though.

It's a wonder there's anyone left standing in Koei's fictional feudal age china. After countless *Dynasty Warriors* sequels the number of fighting-age men must be seriously dwindling. We figure PSM2's combined death toll in the series must be approaching the one billion mark by now. So, it's difficult to suppress an overwhelming sense of déjà vu as hordes of impeccably coiffured Han dynasty generals, lieutenants and footmen canter about huge foggy battlefields. But it's equally hard to deny that tearing through entire battalions with a sweep of your blade brings a certain satisfied glint to our eye.

Okay, so it's all very familiar on the surface. But what's new to this *Empires* sequel? Well, the short answer is politics. Uniting the 24 territories of ancient china under one banner is no longer simply achieved by force – but also by prudent use of 50 different political tactics. Your officers will suggest proposals, ranging from aggressively taxing your peasants (to raise funds), through to trading technology with amiable neighbours and even making alliances.

A more campaign-style feel has been achieved thanks to your losses being carried over to the next battle. This means constantly rebuilding your armies and being careful not to push your invasion forces too far into enemy territory, lest you expose yourself to counter attack. Another new addition to the series is that defeated enemy generals and lieutenants won't simply retreat to fight another day, but are captured and can be convinced to join your cause – if you offer them enough gold. This lets you build an impressive roster of commanders with varying political and combat skills, from which you can select the best combination to lead specific campaigns. As always, the combat isn't particularly deep or varied, relying on the explosive Musou attacks – which are more eye-searingly spectacular than ever – to inject some spice. The environments generally are drab affairs, with the odd pretty location like cheery blossom forests thrown in to impress.

Empires is trying to bridge the gap between the purist turn-based strategy of Koei's *Romance of the three Kingdoms* and their action-heavy *Dynasty* series. It's a laudable goal, but somehow the two game styles don't mesh comfortably. It's a little like trying to surgically attach a tactician's brain to a sabre-toothed tiger. But for just £24.99 it's an solid introduction to one of the PlayStation's longest-running series. **Jorin Sievers**

■ *The fireworks of battle begin in September.*

RULING WISELY

It's almost impossible to unite the three kingdoms of ancient China with just blitzkrieg battle tactics. Each of your lieutenants will suggest a political policy to follow between battles, influenced by their personality type. Policies cost different amounts to implement and are crucial to manipulate the decisions of your opponents.

WE CARE A LOT: It's not all raping and pillaging, you know. There are even options to listen to your people, which builds respect.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Mix of explosive combat and turn-based strategy. – Combat gets repetitive and politics are shallow.	+ Stunningly psychedelic in the heat of battle. – But too much traversing drab grey swamps.	+ The voice acting's as shouty as ever. – Metal riffery soundtrack is very inappropriate.

LIFESPAN
Collecting and editing generals adds replay value. After Empire mode you'll be kept busy designing custom scraps in Vs mode.
MINUTES — YEARS

IT'S BETTER THAN...
DYNASTY WARRIORS 4XL

IT'S WORSE THAN...
SAMURAI WARRIORS

Another bloodthirsty charge through ancient china. The combat remains mostly unchanged, but more tactical freedom and political options add depth.

70

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INFOSTRADA

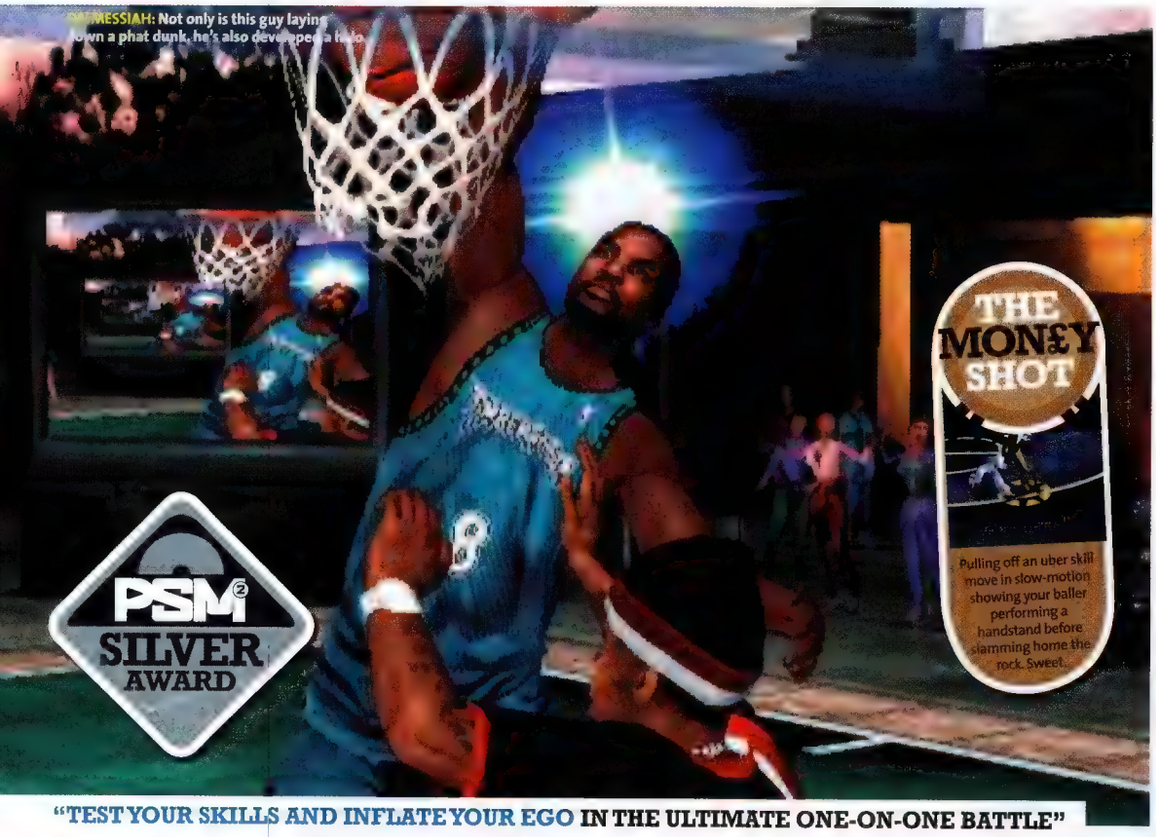
Developer: Midway
Publisher: Midway
Publisher: 1-2
Memory Save: 169KB
Widescreen: No
50-60Hz: No
Surround Sound: No

www.nbaballers.com
Log on to the official *Ballers* website. It's packed with tutorial videos, music tracks and also footage from the Midway launch party.

GAMEFACTS

US Sports
Addictive
Network Play
Official License

- 60 licensed NBA stars to get to grips with.
- In-depth story mode will have you hooked.
- Online play has thousands of tournaments already running that you can join.


THE MONEY SHOT
Pulling off an uber skill move in slow-motion showing your baller performing a handstand before slamming home the rock. Sweet.
PSM2 SILVER AWARD

MESSIAH: Not only is this guy laying down a phat dunk, he's also developed a halo.

"TEST YOUR SKILLS AND INFLATE YOUR EGO IN THE ULTIMATE ONE-ON-ONE BATTLE"

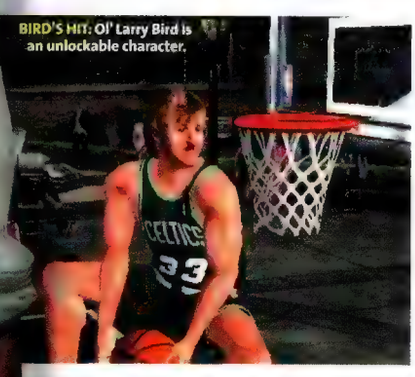
NBA BALLERS

Spontaneous human combustion and gratuitous rimmings in a PS2 game? Sounds like a load of ol' ballers.

Dribble, shoot, block and steal. These are the four vital manoeuvres you'll need to master when you slip *NBA Ballers* into your PS2's disc tray. That's it. So, based on this apparent basketball-by-numbers set-up, can we endorse such a basic approach to this vastly under-appreciated American sport? Do Yanks love trucks and pie? Of course we can, dumbass. And as soon as you lay down your first backboard-shattering slam dunk, you'll know why.

Ballers is an in-your-face basketball fest that's so simple to grasp, and yet so incredibly satisfying that you can't help but look cool. Forget the tedious high-scoring monotony associated with the real thing. Midway have stripped the sport down, bling-ified it, and delivered one of the best B-ball titles to hit the PS2. The whole presentation of *Ballers* is predictably smothered in ghetto music and features a big budget TV-style sports show production. One of the presenters is your typical stalwart anchorman, and the other is MC Supernatural, who also lends his rhythmical tones to the soundtrack and commentaries during games. The overall effect is that *Ballers* hits gamers with a finely-tuned basketball extravaganza which encourages you to truly submerge yourself in the ballin' lifestyle. And believe us when we say that from the very first time you run up an opponent's back to jam home the rock, you'll know this is something special.

Featuring the kind of one-on-one battles



RING OF FIRE

In a nod to *NBA Jam*, *Ballers* also includes a "he's on fire!" animation. But unlike its brethren, *Ballers* doesn't engulf its characters in flames when this streak kicks in, instead players become encased in a smouldering heat wave effect similar to the haze that rises from scorching tarmac. It still looks impressive though.

HOT STUFF: Once you've nailed three consecutive baskets, your baller will be encased in this heat wave blur.

CHUCK ROCK: While you're 'on fire' your [illegible] will emit a trail of smoke en-route to the basket.

PUBTALK

The smart arse thing to say down the boozer.

"Ironically, 7 foot 1 inch Shaquille Rashaun O'Neal's first and middle names mean 'Little Warrior' in Islamic."

TOP 5 BALLER'S NICKNAMES

- Allan 'The Answer' Iverson
- Kenyon 'K-Mart' Martin
- Julius 'Dr J' Erving
- Clyde 'The Glide' Drexler
- Stephon 'Starbury' Marbury

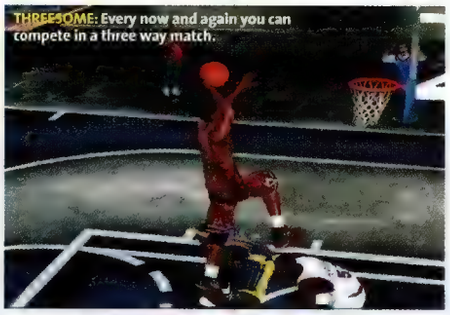
GAMEPIE

30% Looking like da' man
10% Trash talkin' down to your opponent
40% Mashing the rim with phat dunks
20% Making a blinged-out version of yourself

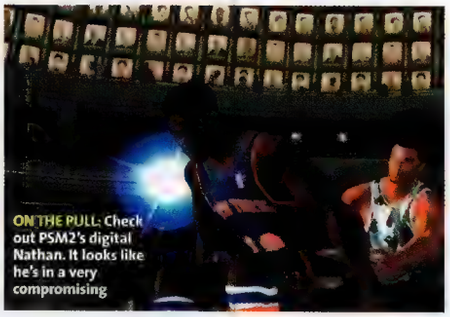
EXTRAS! EXTRAS! EXTRAS!

Phrase the roof

- If you know the lingo from watching b-ball then head to the Phrase-ology department and input phrases to unlock new items. You can open new arenas, players, movies and even different costumes for your ballers. Check out tips on page 100.



THREESOME: Every now and again you can compete in a three way match.



ON THE PULL: Check out PSM2's digital Nathan. It looks like he's in a very compromising

HOUSE THAT POSSIBLE?

Career mode sees you attempting to guide your character to the heady heights of NBA stardom. And since we all know that NBA stars live it up in huge mansions, you'll have to design your own flashy crib. Earning points during the story mode lets you customise features – from how many pools and cars you own, to whether your pad has sea views or not.

HOUSE WRECKER: Build up your House Wrecked and you can tear down the floor.

HIGH FIVE: The defending player seems more interested in grasping at thin air.

SCENIC ALL BEFORE: As well as purchasing other player's crib you can build your home in such picturesque places as this.

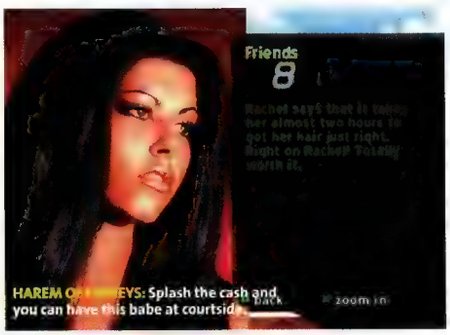
"YOU CAN EVEN BOUNCE THE BALL OFF THEIR FACE IF YOU LIKE"

usually reserved for fighting games, *Ballers* takes competitive sport to a new level. Facing off against the opposition can be likened to an intricate game of urban chess. With just the two of you on the court, victory comes down to predicting your opponent's next move, and one ill-timed button press can be the difference between being a champ or a chump. But thanks to the intuitive control system, *Ballers* lets you concentrate on what's happening on-screen rather than worrying about the controller in your palms. If your opponent goes for a jump shot, hit △ and chances are you'll scupper his opportunity. If he dares try to sprint past you, a quick combination of the Juice buttons (R1, L1, L2, R2) and ◎ or □, will see you attempt to rip the shirt from his back. But, once you take control of the ball, it's your turn to switch on the style. There are enough moves to keep your opponent guessing (See Ring of Fire), and if you really want to take the game to them you can hit the juice again and combine it with the right stick to perplex them with ease. Hell, you can even bounce the ball off their face if you like.

Arguably one of the most innovative features ever to grace a PS2 sports game is the Rags to Riches career mode in *Ballers*. Following the story of a young player's rise to fame, Rags to Riches lets you create a character and then throw them into a tussle for stardom. Set against the background of a fictitious reality TV show, you start as a raw 'playa' who has skills, but must prove himself in tournaments organised by the network. These competitions come in various forms, like No Rules games where anything goes, and, on rare occasions, three-way showdowns where you'll face off against two other guys in an 'every man for himself' style game. During the fight to establish yourself as a contender, you'll earn cash, which can be spent on kitting yourself out with pimpin' ice or clothing. Strangely, you can even 'purchase' homies and honeys to cheer you on from the sidelines, and, in some instances, they'll throw you the ball to aid in an explosive alley oop. Now that's what friends are for.

Ballers is a refreshing alternative to the countless bland sports sims on PS2. And it doesn't take itself too seriously either. Throw in the great Career mode, and the highly competitive Online mode and you've got one of the most pleasurable sports titles to hit the PS2 since *SSX3*. Yes, yes y'all, *Ballers* delivers a level of satisfaction that we never thought possible in a basketball game and other titles will have trouble competing. **Nathan Irvine.**

■ Ballers takes to the court from September 10th.



HAREM OF HONEYS: Splash the cash and you can have this babe at courtside.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ OTT basketball action in an MTV stylee. – Mano a mano balling can get a little lonely.	+ More lifelike than Madame Tussaud's. – Twitchy animations in direction changes.	+ Hip-hop soundtrack and slick commentary. – Ain't nuttin' to diss 'bout the sound quality.

LIFESPAN

With so many features like extra courts and players to unlock, you'll be heading back to the court time and time again.

MINUTES — YEARS

IT'S BETTER THAN...
NBA STREET VOL. 2

IT'S WORSE THAN...
SSX3

More ice and bling than a P. Diddy video and a Zen balance between on and off court action. *Ballers* could be the surprise sporting hit of the summer y'all.

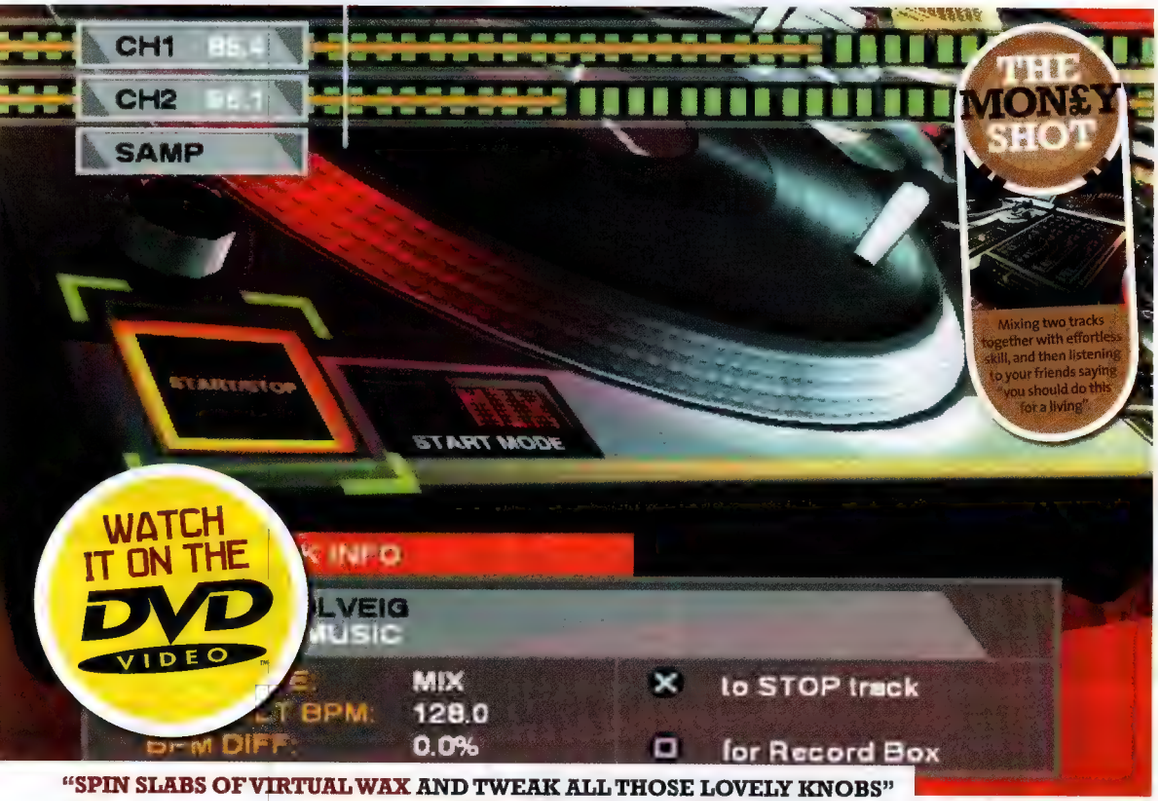
82

INFOSTRIP
Developer: Relentless
Publisher: Sony
Players: 1
Memory Save: 65kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

The smart arse thing to say down the boozer.
"Fatboy Slim wasn't always a superstar DJ you know. He was originally bassist in '80s pop dorks The Housemartins."

GAMEFACE
10% Screaming "Oil Oil"
40% Dreaming of 'stardom' in Ibiza
30% Fumbling between parts of the console
20% Impressing curious spectators
Music
PS2 Exclusive
Realistic
Original

TRIVIBOOST
- Over 50 licensed dance tracks for you to mix.
- Many effects to play with.
- If you own a USB headset you can listen to a track before mixing it in – just like a real DJ!



THE MONEY SHOT
Mixing two tracks together with effortless skill, and then listening to your friends saying "you should do this for a living".

"SPIN SLABS OF VIRTUAL WAX AND TWEAK ALL THOSE LOVELY KNOBS"

DJ: DECKS & FX

Two turntables and a record crate in your PS2? Suddenly everything's gone a bit Pete Tong.

Picture the scene: hypnotic beats flood the room as the gathered masses sway rhythmically like dance floor zombies. Above it all stands one person – a DJ, spinning the wheels of steel and tapping into the psyche of the worshippers below. Until now we could only imagine the god-like sensations that people who played other peoples records inexplicably experienced as they laid down phat choons. That was until *DJ: Decks & FX*.

The major stumbling block on the path to superstar DJ status is the harsh reality of forking out around £1500 for a pair of decks and a mixer. Then add the cost of speakers, amps and countless slabs of the latest vinyl, and the cost becomes astronomical – and everyone and their monkey are at it these days. This is where *Decks & FX* saves your wallet from a pummelling. For £40 you get a set of virtual decks and enough records to keep an Ibiza residency sounding fresh every night.

Playing *Decks & FX* can be daunting to start with. Simply diving in blindly will result in the kind of DJing catastrophes associated with a church disco, so the tutorial comes in handy. But once you're ready to make sweet music, it's easy to navigate and operate the decks. Using the D-pad to move freely around the turntables, cross fader and effects panels is simple and thanks to a user friendly interface you can see the point when you should introduce the next track for a smooth and crowd-pleasing transition. There's even a clever beat matching system, which adjusts the tempo accordingly, should you want to mix a fast-paced track with a slower one.

Fundamentally, *Decks & FX* is a party game with the same sort of appeal as *Singstar*. And – like that game – it's best introduced post-pub, when everyone can perform their own unique set. However, not everybody appreciates house music – especially of the bland-out, 'Ibeefa' sunset fare that makes up the bulk here. Nonetheless, *Decks & FX* is a trailblazer as PS2's first clubland experience, and for that we applaud it. However, next time how about the ability to rip your own music from CD and bring it into the game, or recording your own voice samples and toasting with a Singstar microphone? Don't get us wrong – it's technically brilliant and will seriously increase your understanding of DJ craft, but it's too musically limited to appeal to every clubber. **Nathan Irvine**

■ ***DJ: Decks & FX* mixes it up from September.**

SIR MIX-A-LOT: You can add sweet mixing effects when you're about to introduce a new track.

PSM2 BRONZE AWARD

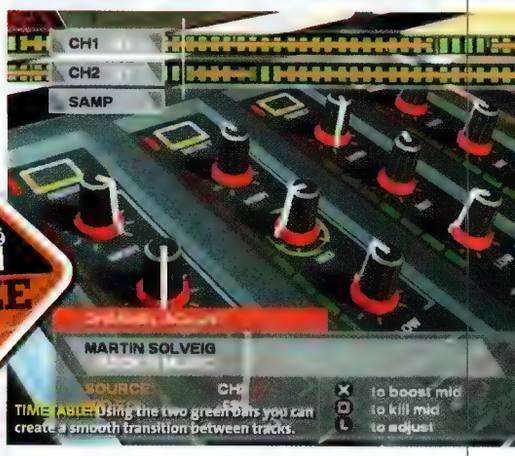
FLYING ON AUTOPILOT

The Party mode not only lets mix up a masterpiece, it also gives you an artificially intelligent resident DJ to tidy up any messes that you might create. If you happen to cock-up a tune by twiddling too many knobs, just hit Ⓐ and it'll make things sound good again. If only it was that easy on a real set of decks...

RESIDENTIAL AREA: Activating the artificially intelligent DJ is a piece of cake, just press Ⓐ, and it'll weave its magic.

ANT N DECK: Actually, all DJs are artificially intelligent.

VINYL TAP: Each slab of wax has a replica label on it.



TIME TABLE: Using the two green bars you can create a smooth transition between tracks.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Easy movement around the decks and panels. – Non-house fans will find it tiresome.	+ The digital decks look lifelike enough... – But there's nothing else to look at.	+ Banging tunes create a clubland atmosphere. – Very little variety in your musical choices.

LIFESPAN
There are enough tracks and effects to keep you going for weeks. You'll have to invest tons of time to become a stylish mix-master.
MINUTES ... YEARS

IT'S BETTER THAN...
MUSIC MAKER

IT'S WORSE THAN...
SINGSTAR

Hours of fun for the budding DJ in all of us. But, with a limited variety of dance tracks and a few missed opportunities it's still a work in progress.

74

* PLAYED BY FORMULA ONE™ DRIVERS
THE GAME FORMULA ONE DRIVERS PRACTISE WITH. EVERY DRIVER, TRACK AND CAR FROM THE 2004 SEASON. ONLY ON PS2

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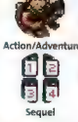
INFOSTRIP

DETAILS
Developer: Amuze
Publisher: Sega
Players: 1
Memory Save: 115kb
Widescreen: No
50-60Hz: No
Surround Sound: No

DOT.COM
www.hunt-the-truth.com
This is the official *Redemption* website. It's packed full of facts on the game and has artwork and wallpaper to download and 'enjoy'.

GAMEFAC

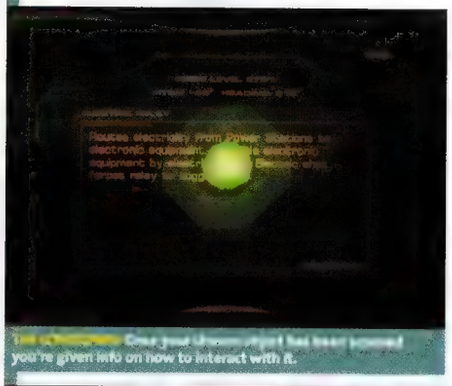


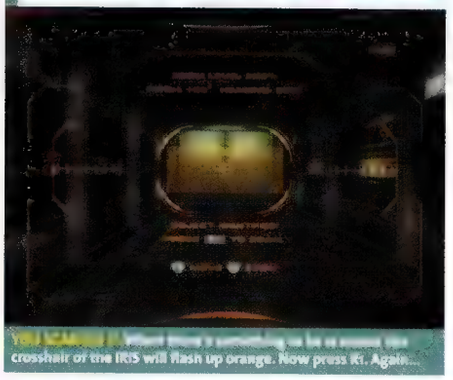
TRIVBURST
- Two characters to get to grips with.
- IRIS software allows user to scan suspicious objects
- 18 weapons to annihilate the enemies with.

LEAD HIM HAVE IT: Don't just rely on a couple of burst to fell the enemy, hold that trigger down and unleash the entire clip.
COLONY INMATE
THE MONEY SHOT
Taking a dose of Adrenaline and then go gung-ho with a machine gun on all assailants.
017/000

IRIS-KY BUSINESS

New for this *Headhunter* sequel is the IRIS hardware. Specially-equipped shades allow Jack and Leeza to scan various objects to confirm their status. For example; you can lock on to a dangling box with L1, and then hit R1 to scan it. If the box can be dropped to access higher ground then the IRIS will let you know. It also gives the two head hunters a permanent radar function.





"SEGA'S HARD NUT IS BACK, **A LITTLE OLDER AND A LITTLE GREYER**"

HEADHUNTER: REDEMPTION

Jack's back and this time he's brought a spunky young chick along for the ride. This should be the stuff that dreams are made of... right?

Think of your perfect action game, then think of every ingredient you need for this dream concoction. What would you choose? The stealth of *Splinter Cell* perhaps? What about the duck and cover gunnery of *Kill.Switch* or even the twisting storyline of *Second Sight*? Well *Headhunter: Redemption* has references to them all. Sound's good doesn't it? Well turn that smile into a frown because it's not the idealistic jaunt you were presumptuously creaming over.

The reason for this is simple: all the aforementioned characteristics have been woven splendidly into the afformentioned titles and optimised to great effect. But *Redemption*... well... it's tried to patch them all together, but with no particular style. It feels like it has been stitched together by a granny wearing boxing gloves. It's all there but the result is so middle-of-the-road in the action/stealth market that it feels as stiff as the central reservation.

Redemption is set 20 years after the first *Headhunter*, and sees Jack Wade returning (minus his motorbike) with Leeza X. He's a rough and ready bounty hunter and she's an unlovable, cocky little shitheel. It's a match made in Channel 5 film heaven. The story is the usual twisting plot of missiles and mass destruction, and our two heroes have to stop the evil-doers from hatching their

"FEELS LIKE IT'S BEEN STITCHED TOGETHER BY A SENILE GRANNY"

PUBTALK

The smart arse thing to say down the boozer.

"The voice of Angela Stern is that of Hollywood actress Holley Chant. She starred in Event Horizon and The Crow: The City Of Angels. Yes."

TOP 5 HUNTING WEAPONS

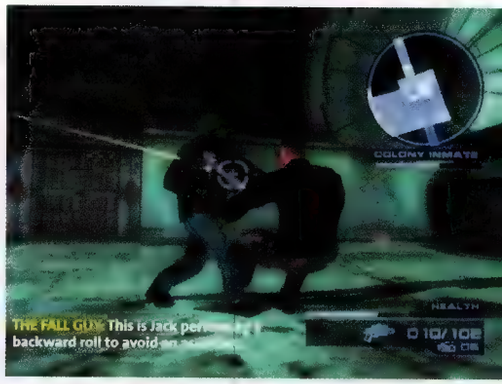
- A-Bomb (to kill a nation)
- Shotgun (to kill a burglar)
- Bowie Knife (to kill a snake)
- Slingshot (to kill a pigeon)
- BB Gun (to kill a rat)

GAMEPIE

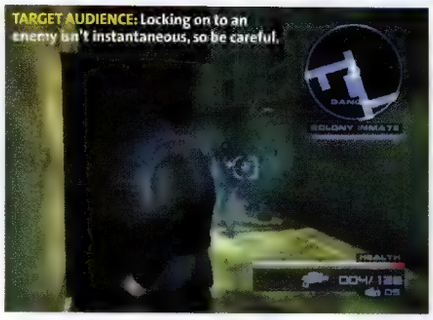
30% Scanning objects
20% Rolling and shooting
40% Shouting at Leeza to shut her trap
10% Enjoying the experience

TATTOO FOR SOME: Check out Leeza's tribal markings. This guy must have disliked them.

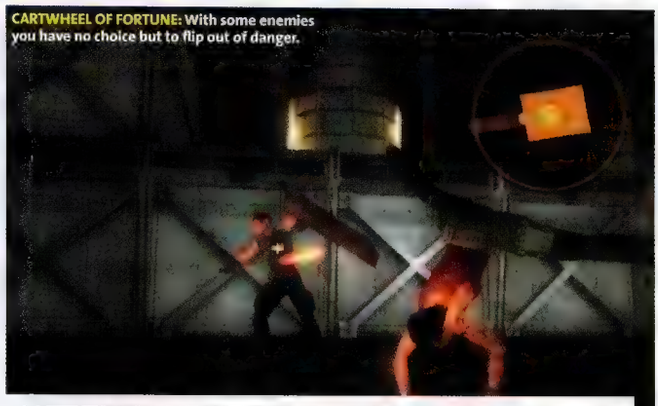
STRAFETY FIRST: Mr Wade thought he was too cool to dodge enemy fire. It's just cost him his life.



THE FALL GUY: This is Jack performing a backward roll to avoid an enemy.



TARGET AUDIENCE: Locking on to an enemy isn't instantaneous, so be careful.



CARTWHEEL OF FORTUNE: With some enemies you have no choice but to flip out of danger.

"THE USUAL TWISTING PLOT OF MISSILES AND MASS DESTRUCTION"

EXTRAS! EXTRAS! EXTRAS!

The Archives

- As you progress through the game you'll unlock certain items. For example, when you go to the Citizen Media Files option, you'll be able to view character artwork, secret footage of in-game advertisements and also such stuff as video clips.

wickedness on the unsuspecting world. Taking control of both Leeza and Jack, you'll follow a straight-to-video style movie plot, in which you intertwine different sections of the game by taking control of each character at certain intervals. Getting to grips with Jack is a return to the solid, hard-hitting, quick-drawing days of the original *Headhunter*. In fact one of the most satisfying moments in *Redemption* is when you charge into an enemy and tap ⊗ to punch his lights out. Leeza, on the other hand, feels lighter and less sturdy than Jack, but this is particularly useful when you need to target armed foes with L1 and then beat ○ to perform cartwheels and somersaults to avoid a belly full of lead.

Due to the lack variety in gameplay, more often than not you'll be partaking in a sullen combination of gun fights, scanning objects (see Iris-ky Business) or perplexing puzzles which we believe have been tacked onto *Redemption* to desperately prolong the play time. It's surprising that Amuze carried over what was one of the most annoying elements from the last *Headhunter*, rather than concentrating on more action. They've even made some more obscure than last time, at one point we literally had to pick up a pen and paper to get past a blueprint puzzle.

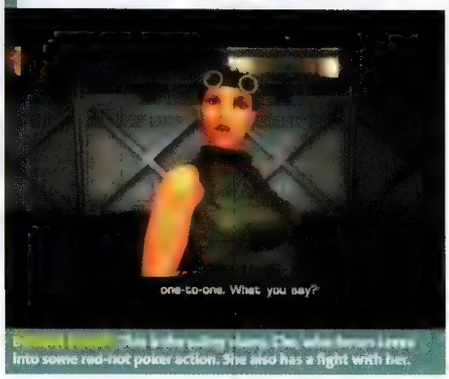
Even higher on the PSM2 list of gripes, is the incessant need to scan an object before you can actually target it. The bit where you have to use an electric bolt gun to activate two panels, is needlessly time consuming, because even though you can *see* them, you still have to use your IRIS scanner to know all about them before you can shoot the wretched things. *Redemption* also features one of the most rage-inducing and dodgy sniping modes ever. You have to protect a rebel leader named Che, as she crosses a sort of No Man's Land area. While she's crawling, you need to ensure that the metallic spiders don't get anywhere near her, the only problem being that there are far too many of the bastards and the scope controls are extremely shoddy. So, rather than picking them off you'll end up spraying the area around Che, usually taking a huge whack of her health in the process. And why have they ditched the open city of the previous game in favour of a claustrophobic industrial setting?

Aside from all the negatives which accompany *Redemption*; as a stand alone action game, it has all the right elements in place to make a decent enough adventure, but its been spread so thinly over each key area that it doesn't do anything interesting. If the stealthy bits had been more purposeful than just to kill a guard – like making you dodge CCTV or something – then it would've improved things. *Redemption* certainly is an adequate action game, but in an era of ceaseless lukewarm titles we expected so much more from it. If only we shared the same dreams as the game's developers, then this could've been a different story. **Nathan Irvine**

■ Headhunter: Redemption *has been kickin' ass and taking names for a few weeks now.*

LEZ BE FRIENDS

After trying to send you to a fiery death, the female rebel leader, Che, becomes an ally with Leeza for a short time. We couldn't believe our ears though, when Che started to come on to our heroine, Leeza. She even gets caught checking out Leeza's pert pixelated ass.



Diamond Hunter: She's a fine looking woman. She also knows how to get into some red-hot poker action. She also has a fight with her.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Some frantic gun battles which feel solid enough. – But we've seen this kind of thing a million times.	+ Enchanting light effects enrich the landscapes. – Inconsistent collision detection annoys.	+ Cool reload clicks and nice gun resonance. – Lack of musical score in drab parts of the game.

LIFESPAN

A reasonable amount of playing time is required to complete, but most of it's so mundane action that you won't stick it out.

MINUTES — YEARS

IT'S BETTER THAN...
OPERATION WINBACK

IT'S WORSE THAN...
HEADHUNTER

A lazy half-hearted jaunt through a menagerie of sci-fi action monotony. It's game of sparse enjoyment due to its schizophrenic foundations.

5/3

INFOSTRIP

DETAILS

Developer: Namco
Publisher: Namco
Players: 1-2
Memory Save: 74kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK

The smart arse thing to say down the boozer.
"Of course, I was there right at the start, when *Time Crisis* was first released in arcades in 1985. This was all fields back then, you understand."

GAMEPIE

40% Holding your gun to the screen
40% Keeping the trigger held down
10% Swearing at the extreme difficulty
10% Motion sickness

GAMEFAX

Light gun

Old skool

FPS

Hard

TRIVBURST

- You can use two light guns at once in the manner popularised by John Woo.
- Takes place in a fictional London area.
- Vastly annoying screen-whitening muzzle flash.

BULLET WITH YOUR NAME ON IT: Damaging shots crack the screen as they always have.

THE MONEY SHOT

Getting a sudden rush of adrenaline and nailing several perfect headshots in a row. Yeeeehaa! Ain't no stopping us.

MISSION IMPOSSIBLE

Some of the more satisfying extra bits in the game are the Crisis Missions. These are chunks of the main game turned into challenge-style levels, where the aim is to get a certain number of hits in without being hit yourself. It's easier said than done, and good for some competition with your pals. But – like the rest of the game – it's still ultimately disposable.

MISSION IMPOSSIBLE: Magazines fly from the shelves of this store when sprayed with bullets in an impressive display.

"GOT AN ITCHY TRIGGER FINGER?"

CRISIS ZONE

Shoot men until your brain explodes! Caution: This might happen sooner than you think...

Like the Sinclair C5, Goblin Teasmaid, Laserdisc player and One True Voice before it, the light gun game's time has come and gone. Once upon a time arcades were a place of wonder and joy, but now, with the space-age brilliance of PS2 sitting snugly under TVs worldwide, we've got more than an arcade could ever give us from the comfort of our own armchairs – and it doesn't cost a quid a pop to have a pootle around *Vice City*, either. We'd call that progress.

Crisis Zone, in comparison, is the very paragon of stagnation. Light gun games no longer thrill us, because it's painfully obvious that they're short, expensive and a novelty, designed for short bursts of play in the arcade, but sorely lacking in terms of fitting snugly in your PS2's disc tray for the long term. This is no different. As a conversion of a years-old arcade blaster it's exemplary – but times have changed and frankly we expect a little more from our games in addition to a couple of extra play modes that mainly recycle Story mode levels. As a play at home game this is hard to love.

If you've ever played *Time Crisis* you'll know what to expect – shooting the faces off legions of bad guys while ducking for cover behind anything that'll stop the progress of a bullet. Except this time you carry your own cover around with you – a metal shield somewhat reminiscent of a dustbin lid that is miraculously impervious to both bullets and explosives. Handy. The game soon settles into a routine of cowering behind your bin lid – bright orange circles appear over enemies when they're about to fire a damaging shot, which is nice – and popping out to mow down a variety of differing terrorists who have invaded a newly-opened shopping complex just outside London (although, of course, it looks nothing like London).

Aside from the bin lid, *Crisis Zone*'s other hook is that you start the game with a machine gun – the arcade machine's real plus point. On the one hand this is rather more satisfying than starting with a pistol, but on the other it makes things far too easy – you don't really need to aim – and without the physical recoil of the arcade cabinet's built-in gun it's curiously weightless, like being able to kill with a limp-wristed wave of the hand.

That all said, *Crisis Zone* gets bastard hard all too quickly. Ultimately it's a decent light gun game, but like all of its ilk, it's short in length, short on surprises, and good only for quick bursts of anger-venting bullet-spraying. **Jes Bickham**

■ *Crisis Zone takes aim at your wallet in September.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ No room to breathe, tense shooting action. – Not exactly much in the way of 'gameplay'.	+ Full of nice little details throughout the game. – Very annoying gun muzzle flash.	+ Lots of guns going 'bang!' again and again. – And that's about all you can expect.

LIFESPAN

It'll keep you going for a while, but only because it's so bloody difficult. In terms of the Story mode it's too short otherwise.

MINUTES — YEARS

IT'S BETTER THAN...
VAMPIRE NIGHT

IT'S WORSE THAN...
TIME CRISIS 2

Initially thrilling and relentless, *Crisis Zone* soon becomes tiresome and frustrating. Great for the letting off steam with occasionally, though.

59

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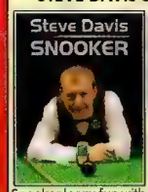

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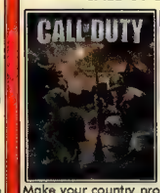

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INFOSTRIP

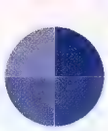
DETAILS

Developer: Koei
Publisher: Koei
Players: 1-2
Memory Save: 171kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK

The smart arse thing to say down the boozer.
"Although Koei are one of the biggest publishers in the world, they've still not racked up a top 20 hit in the UK this year."

GAMEPIE



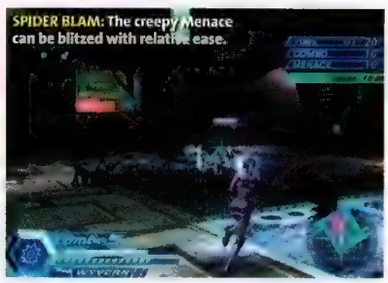
25% Whooping...
25% Alien...
25% Ass...
25% And feeling extremely smug.

GAMEFAX

TRIVBURST

- 60 action-packed missions to plough through.
- Incredible cutscenes depict a well-scripted story.
- Co-op and Versus modes are available to multiply the mayhem.

RAZOR LIGHT: The super-sharp swords create a sweet light effect upon impact.
THE MONEY SHOT
Revelling in the game's slow-mo mode, which shows enemies getting smoked in a *Max Payne* stylee. Die, Menace, die.
Combo 5



PSM2 BRONZE AWARD

"THE CLOSEST THING WE'VE GOT TO ALIENS ON PS2"

CRIMSON SEA 2

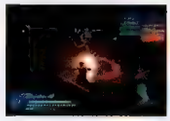
With more menace than a council estate full of yoofs, Koei take to the stars in their latest.

Commando. Robocop. Rambo. What do these films have in common? No, it's not that their stars are now toting flab where their pecs once were. It's the infinite amount of ammunition expended in them. A hilarious example of this is a scene from Hot Shots: Part Deux, where Topper is stood on a boat reeling off clip after clip until he's up to his neck in bullet casings. It's not as comical, but Sho from *Crimson Sea 2*, seems to be heading the same way. Guns? ByGod he loves 'em!

Crimson Sea 2 is pretty much *Dynasty Warriors* again *but in space*. This time the blood-lusting samurai have been replaced by rabid aliens – or The Menace as they like to be known. In the course of the game you travel to various dilapidated planets, which are infested with the human-hating species. Fortunately Sho's a dab hand with the laser, and not too shabby with a sword either. When the scaly buggers attack, they come in swarms of up to 100 at a time, but thanks to the simple controls you'll be able to concentrate on ripping through the hordes rather than remembering which button does what. You have three basic weapons, which are levelled-up as you progress. There's a rapid-fire pulse laser and a devastating futuristic shotgun (both activated by ⓡ). Then there's a nasty slashing device, which looks slightly like Gandalf's staff from Lord Of The Rings. Hitting Ⓐ will also catapult Sho into a lacerating four-hit combo, but this is only used to compliment the laser gun, especially when there's a plague of aliens on screen. Your best bet is to find a spot where you can put your back to the wall and hold ⓡ to annihilate the oncoming crowd. In a similar way to the aforementioned Hot Shots scene, you'll feel invincible as you scatter enemies from all angles, but the odd teleporting alien always throw a spanner in the works, and forces you to rethink your strategy.

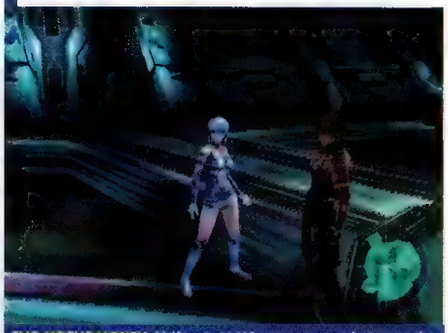
There's an ad hoc RPG lying dormant within *Crimson Sea 2*, but you're unlikely to uncover it due to the gung-ho gameplay. You'll find the blasting action fulfilling for a certain amount of time, but eventually the massacring of aliens descends into tedium. Once the monotony sets in, it's hard to find reasons to carry on playing, which is a shame. But if you're looking for a fundamentally solid 3D shooter which isn't too taxing for the old grey matter, then *Crimson Sea 2* delivers short-term flash-bang by the bucket-load. **Nathan Irvine**

■ *Crimson Sea 2 will be floating into stores on a deadly tide in early September.*



DOUBLE THE PAIN PLEASE

Combating alien oppression can be demanding for just the one person. So it's fortunate that Sho can rely on female heroine, Feaney, to take the reigns sometimes. Feaney's just as deadly as her male companion, but she's faster (heyl) letting her dodge attacks. However, Sho's defence is better, which makes him more durable.



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The mass carnage will test your trigger finger. – Repetitive action becomes predictable.	+ Beautiful cutscenes, and no slow-down in battles. – Bland scenery is a frequent occurrence.	+ Orchestral score and slash 'n blast sounds. – Hermaphrodite, Yangqin, is particularly annoying.

LIFESPAN

Enough missions and RPG style level-ups to keep you going for weeks. But after the millionth alien death, you'll probably be fed up.

MINUTES

IT'S BETTER THAN...
SPACE INVADERS

IT'S WORSE THAN...
DYNASTY WARRIORS 4

A joyous experience from Koei, marred only by the repetitiveness of gameplay. There's possibly a strong series here, but we're yet to see its true potential.

70

INFOSTRIP

DETAILS

Developer: Codemasters
Publisher: Codemasters
Players: 1-12 (online)
Memory Save: 600kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEFAX

Steering Wheel · Driving · Hard · Network Play

"THE FASTEST AMERICAN MOTOR SPORT"

INDYCAR SERIES 2005

DOMINO EFFECT: Imagine what would happen if the front car crashed right now. Multicar pile-up, anyone?

Got a fetish for turning left? You'll love this, then.

It's impossible to ignore, so we have to talk about it. This is a crazy US bastardisation of Formula One that, like NASCAR, is all about driving around an enormous oval. Cue many a groan from the PSM2 team and a few weak jokes about not needing a steering wheel that turns to the right.

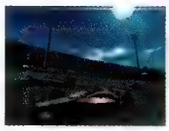
Despite our American cousins' predilection for driving in circles, however, *Indycar Series 2005* is a decent and engrossing racer – *eventually*. The flip side of the frankly boring oval tracks is that it's possible to build up some quite terrifying speed, with the slightest clip of a wall or opponent enough to send you flying in a tangled, bloody mess of metal and flesh. It can be frighteningly quick and decidedly dramatic. But boy, does it take a while for you to get the point where you're good enough to appreciate it...

Like *Richard Burns Rally*, *Indycar Series 2005* is a harsh old taskmaster. It's not as Dalek-style in its ruthlessness as SCi's game, but you have to be the very best of all possible drivers just to stay in the running. The oval tracks mean that the racing line is obvious – everyone sticks to it and you can't afford to make the *tiniest* mistake. Go into a corner a few inches off the line and you're ruined.

The handling is uncompromising too; unresponsive and stiff. On one hand this is a good thing – you don't want to be twitching all over the shop – but you need to work to get a handle on it.

Ultimately, if you put the effort in, this is a fine racer, and it's got online support for 12 players – great if you're broadbanded up. Proof positive that racing in circles for 50 laps needn't be as dull as you might think. **Jes Bickham**

■ *Indycar series 2005 is making a left turn now.*



PSM2 VERDICT

Hard-as-nails racing that's initially The Most Boring Thing Ever. Get to grips with it, though, and it can be thrilling. But you may miss turning right.

63

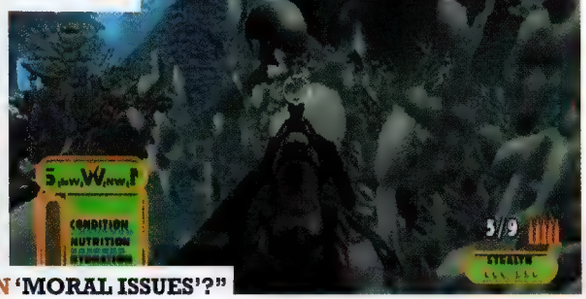
INFOSTRIP

DETAILS

Developer: Sand Grain
Publisher: Activision
Players: 1
Memory Save: 155kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

FPS · Sports · Official License · Budget



GRIN AND BEAR IT: The idea of 'stalking' goes out the window when they get this close. Just shoot, dammit!

"WHAT DO YOU MEAN 'MORAL ISSUES'?"

CABELA'S DANGEROUS HUNTS

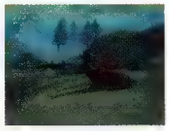
Marvel at the serene beauty of mother nature. Then murder it with high-velocity rifles.

There's no *real* hunting in this country. Nothing life-threatening anyway. The best we get is a dozen men on horses and 30 dogs against one sickly fox. Or a rabid badger. But thanks to *Cabela's Dangerous Hunts* we can experience the true fear of tracking and killing big game animals. Or something...

An average hunt goes like this: track your beast up hill and down dale, trying not to fall into any deep rivers. Get within a few hundred metres of your quarry. Press R3 to creep forward cautiously, trying to avoiding rustling the underbrush and giving away your location. Wait with Buddha-like patience until the perfect opportunity presents itself. If you're lucky a single headshot will drop the beast and you'll howl in a triumphant bloodlust. But this wavering high is quickly replaced by the sickening realisation that you've murdered one of God's creatures in cold blood. Guilt and shame wash over you. As you inspect the bloodied remains of a once-proud creature, the game ghoulishly demands you press ⊗ to "claim your trophy", and you cry like a little baby.

A number of details can affect your hunting success. Smart use of the wind vane ensures you approach downwind of your prey. You can also purchase hunting aids such as imitation Moose urine (don't laugh!), various lung-powered calling devices and even animal-tempting treats like huge hunks of bleeding meat and salt lick blocks. Mmmmm. As a stealth game it's satisfyingly tense, teaching you to make the most of any shot you're offered. The 12 environments are all well realised, with lakes, rivers, mountains and swaying grasses. Your prey are far from being stupid animals – evading your clumsy efforts with ease much of the time – and looking particularly impressive up close. It's all quite palatable really – as long as you can stomach the terrible guilt afterwards. **Jorin Sievers**

■ *You can stock up on Moose steaks in September.*



PSM2 VERDICT

A decent hunting sim with well-realised environments and solid animal AI. But lurking in forests gets boring and the murder of innocents can be harrowing.

57

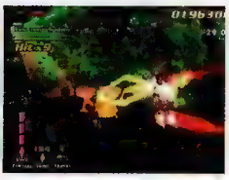
INFOSTRIP

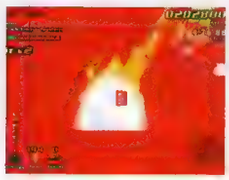
DETAILS

Developer: Hyper-Devbox
Publisher: Metro 3D
Players: 1
Memory Save: 100kb
Widescreen: No
Surround Sound: No
50-60Hz: No

GAMEFAX

Old-Skool | Hard | Shit | Sci-fi





ARMS AROUND THE WORLD: Expect huge old-skool bosses that fill the entire screen.

"SMELLS LIKE OLD-SKOOL – IN THE WORST WAY"

EX ZEUS

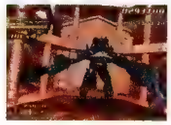
Only £20 and named after the god of thunder. But it could be the worst £20 you'll ever spend.

E*x Zeus* is desperately rubbish. It's the videogame equivalent of a man with a washboard on stage in a Victorian music hall in this day and age of multiplexes and home cinema systems. And a one-armed man with a washboard, at that.

It wants to be an old-skool shooter, and we suppose it is, in that it looks primitive, is hard like concrete, and moves with all the grace of a quadruple amputee in a shopping trolley. The game it most resembles is ancient arcade classic *Space Harrier*, in that *Ex Zeus* is sort-of 3D and you're constantly pushed forward, blasting ill-defined bad guys.

Thing is, it might as well be 2D, as all you're doing is moving left and right and up and down. But whereas *Space Harrier* at least let you see what was coming towards you and allowed you to dodge proficiently, *Ex Zeus* is so grotty-looking and full of on-screen clutter that getting through a level unscathed has more to do with luck than judgement. Not ideal.

This shoddy design runs through the game like a worm in a rotten apple. Targeting enemies is case of hammering the R2 button to lock-on, then pressing ⊗ to loose off a bevy of missiles, or else simply tapping ⊗ to shoot weedy laser blasts or holding it down to charge up a useless 'mega-laser'. The best tactic we found with the game was to simply move in a clockwise fashion around the edge of the screen, targeting and firing, which gave us as much chance of success as consciously trying to play the game 'properly'.



But it's nonetheless basically playable, which is why *Jet Ion GP* remains the worst PS2 game ever. But *Ex Zeus* still stinks of ass. Fact. **Jes Bickham**

■ *Ex Zeus is flying its robotic ass into stores now.*

PSM² VERDICT

Not perfectly awful, but it's teetering on the edge. A defiantly old-skool shooter that doesn't understand what 3D means. A nasty, ugly mess. Be warned.

30

INFOSTRIP

DETAILS

Developer: Jester
Publisher: Jester
Players: 1
Memory Save: 234kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Realistic | Driving | Official License | Budget

CANAL PLEASURES: Racing through the many pretty villages is the highlight of the game.

"THE FASTEST AND PRETTIEST ROAD RACE IN THE WORLD?"

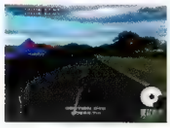
ISLE OF MAN TT SUPERBIKES

Barrel through the quaint villages and shady lanes of Manx-land on bikes of ridiculous power.

Once a year on the sleepy Isle of Man something exciting happens. One weekend in June the superbikes come to town to compete in what's known as the fastest road race in the world. And this is Jester Interactive's digital version of the two-wheeled speed fest.

The most impressive thing about *Isle of Man TT Superbikes* are the 37 miles of faithfully-recreated roads contained in the game. The charming rural scenery's much prettier than you see in most racing games. These mostly straight stretches of hedge-lined asphalt are interspersed with the odd insane hairpin, but many corners are so slight they can be taken at full speed.

The highlight of the game – Mad Sunday mode – isn't so much mad, as suicidal, as you share the road with oncoming traffic, dozy pedestrians and Sunday drivers who merrily back out of their driveways right in front of you. It's like a toned-down superbike version of *Burnout* – only not as much fun. Crashes can also be spectacular at times. Unfortunately they're often shown from a camera situated a little too far away from the action to really make the most of the bone-crunching acrobatics. The game's got other problems too. The cardboard cut-out spectators



are so embarrassingly two dimensional they made us want to run amuck with a lighter and a tin of petrol. And if you ride up a hedge at 100 miles an hour you're almost never thrown from your bike. But overall, it's not a bad bike game. **Jorin Sievers**

■ *You can take on the Isle of Man's roads right now.*

PSM² VERDICT

The racing's smooth and fast and the Isle of Man location is well-realised. It just lacks any real challenge or excitement in terms of course layout.

59

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Full Spectrum Warrior
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Grand Theft Auto: Vice City
Halo
Hitman 3: Contracts
Juiced*
LMA Manager 2004
Lord of the Rings: 3rd Age*
Manhunt
Max Payne 2
Midtown Madness 3
Ninja Gaiden
Painkiller*
Project Gotham Racing
Project Gotham Racing 2
Project Zero
Red Dead Revolver
Sims: Bustin' Out
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Star Wars: Battlefront*
Star Wars: Knights Old Rep.
Thief: Deadly Shadows
Time Splitters 2
TOCA Race Driver 2
Total Club Manager 2004
True Crime: Streets of LA
Plus Many More...

GAMECUBE

FIFA 2004
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Godzilla: Destroy all Monst.
Harvest Moon 2: Wond. Life
Hitman 2: Silent Assassin
Leg.of Zelda: Majora's Mask
Metroid Prime
NightFire
Pokemon Colosseum
Pool Paradise
Resident Evil
Resident Evil Zero
Sims: Bustin' Out
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Super Smash Bros Melee
The Sims
The Sims: Bustin Out
Turok: Evolution
WWE Wrestlemania XIX
XIII (Thirteen)
Zelda: The Wind Waker
Plus Many More...

PS ONE

Digimon World
Driver 2
Final Fantasy 6
Final Fantasy 7
Final Fantasy 8
Gran Turismo
Gran Turismo 2
Grand Theft Auto 2
MediEvil
Parasite Eve 2
Resident Evil 2
Silent Hill
Spiderman
Star Wars: Phantom Menace
Tomb Raider 3
Tomb Raider 5: Chronicles
Tony Hawk's Pro Skater 4
WWE Smackdown 2
Yu-Gi-Oh! Forbidden M.
Plus Many More...

PLAYSTATION 2

A = 0 1

Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Activision Anthology
Aero Elite: Comb. Academy
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson P.Manager'02
Alias
Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
America's 10 Most Wanted
Angel of Darkness
Arc the Lad:Twilight of Spirit
Armoured Core 2
Armoured Core 3
Army Men RTS
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista

B = 0 2

Backyard Basketball
Backyard Wrestling
Backyard Wrestling 2*
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Beyond Good and Evil
Big Mutha Truckers
BIG NBA Street
BIG SSX Snowboarding
BIG SSX Tricky
Bionicle
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BlowOut
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Britney's Dance Beat
Broken Sword 3: S.Drag.
Buffy 2: Chaos Bleeds
Bujingai: The Forsaken City
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 0 3

Casper: Spirit Dimensions
Castlevania: Lament of Innocence
Catwoman
Champions of Norrath
Chaos Legion
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash Bcoot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Cy Girls

D = 0 4

Dakar 2
Dark Angel, J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Dead to Rights
Deadly Skies 3
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry
Devil May Cry 2
Die Hard: Vendetta
Digimon Rumble Arena 2
Disagaea: Hour of Darkness
Disaster Report
Disney's Dinosaur
Dot Hack
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
DRIV3R
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
Emperor's Tomb
End Game
England Int. Football
Enter the Matrix
Escape from Monkey Island
Euro 2004
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Extermination
Eye Toy: Play

F = 0 6

F1 2002
Fallout:Brotherhood of Steel
FIFA 2001
FIFA 2003
FIFA 2004
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter FD 18
Forbidden Siren
Formula 1 2001
Formula 1 2002
Freedom Fighters
Freestyle Metal X
Futurama
Future Tactics: The Uprising

G = 0 7

G1 Jockey
Ghosthunter
Gladiators: Ash
Getaway
Ghost Hunter
Ghost Master
Ghost Recon
Ghost Recon: Jungle Storm
Giants: Citizen Kabuto
Gitaroo Man
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Godai: Elemental Force
Gradius 3 & 4
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand T. Auto: Vice City
Grandia 2
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
Gregory Horror Show
GTC Africa
Guilty Gear X
Guilty Gear X Plus
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jaburo
Gungrave
Gungrave: Overdose

H = 0 8

Hack (Dot)
Harry Potter: Chamber of S.
Harry Potter: P. of Azkaban
Harry Potter: Philosophers S.
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hulk
Hunter: Reckoning Wayward
Hyper Street Fighter 2

I = 0 9

Indiana Jones: Emp.'s Tomb
Indycar Series
I-Ninja
Intellivision Lives!
Inter. Superstar Soccer 3
International Football
Italian Job: L.A. Heist

J = 1 0

Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
Jak 3*
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Jedi Star Fighter
Jet Li's Rise to Honor
Jikkyou World Soccer 2000
Judge Dredd: Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1

Karaoke Revolution
Karaoke Revolution Vol. 2
Karaoke Stage
Kelly Slater's Pro Surfer
Kessen 2
Kill.switch
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knight Rider
Knockout Kings 2002
Kya: Dark Lineage

L = 1 2

Lara Croft: Ang.of Darkness
Lego Racers 2
Lego Star Wars
Lego Island 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling
Legends of Wrestling 2
Legends of Wrestling 3
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes: Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge

M = 1 3

Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Manhunt
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix: Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Aumiversary Col.
Men In Black 2 Alien Escape
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Minority Report
Mission Impossible: O.Surma
Monkey Island, Escape from
Mortal Kombat: Deadly All.
Mortal Kombat: Deception*
Moto GP 3
Mr Golf
MTX Mototrax
Mummy Returns
MX Superfly
MX Unleashed
Mystic Heroes

N = 1 4

NASCAR Thunder 2002
NASCAR: Dirt to Daytona
Naval Ops: Warship Gunner
NBA 2K3
NBA Live 2003
NBA Starting Five
NCAA Football 2005
Need 4 Speed Undergr'd
Need for Speed: H. Pursuit 2
NFL Street
Nightfire
Nightshade
No One Lives Forever

O = 1 5

Off Road Wide Open
Oni
Onimusha 3: Demon Siege
Onimusha Blade Warriors
Onimusha: Warlords
OO7 Nightfire
OO7: Everything or Nothing
Op. Genesis, Jurassic Park
Operation Winback

P = 1 6

Pac-Man World 2
Pandora Tomorrow
Pitfall Harry
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Prisoner of War
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Project Zero 2
Puyo Pop Fever 2

Q = 1 7

Quidditch World Cup

R = 1 8

Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Ratchet and Clank 3*
Rayman 3
Real Robot Regiment
Red Dead Revolver
Red Faction
Red Faction 2
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return of the King
Return to Castle Wolfenstein
Ricky Carmichael's MX 2002
Riding Spirits
Rise to Honor
Risk: Global Domination
Roadkill
Robot Wars
Rocky
Rocky Legends*
Rogue Ops
Rom: of Three Kingdoms 8
RTS: Army Men
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure

S = 1 9

S'bob S'pants: Bikini Bottom
Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F.
Secret W. Over Normandy
Seek and Destroy
Serious Sam: Next Encounter
Seven Samurai 20XX
Shadow Hearts
Shadowman 2
Shaun Palmer Snowboarder
Showdown: L. of Wrestling
Shrek 2
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room*
Simpsons: Hit & Run
Simpsons: Road Rage
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smash Court Tennis Pro 2
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splashdown 2: Rides G.Wild
Splinter Cell
Splinter Cell 2 Pandora T.
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Battlefront*
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Starfighter
Stasky & Hutch
State of Emergency
Stuntman
Suffering
Sum of All Fears
Summoner
Summoner 2
SWAT: Global Strike Team
Syphon Filter: Omega St.

T = 2 0

Tak and the Power of Juju
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Bouncer
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
This is Football 2004
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Jungle Storm
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tom Clancy's: P. Tomorrow
Tomb Raider: Angl of Drk
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Turok: Evolution
Ty the Tasmanian Tiger

U = 2 1

UEFA Euro 2004
UFC: Sudden Impact
Ultraman Fighting Evol. 2
Urban Freestyle Soccer
US Navy Seals: SOCOM

V = 2 2

Vampire Night
Van Helsing
Vice City, Grand Theft Auto
Virtua Tennis 2

W = 2 3

Wangan Midnight
War of the Monsters
Warhammer: Fire Warrior
Warriors of Might & Magic
Way of the Samurai 2
Whiplash
Wild Arms 3
Wolfenstein, Return to Castle
World Champ. Snooker '03
World Champ. Snooker '04
World Rally Champ.2 Extr.
World Rally Championship 3
Worms 3D
WRC: World Rally Champ.
WWE Crush Hour
WWE Smackdown! 4: S.Y.M
WWE Smackdown! 5: HCT

X = 2 4

Xenosaga Episode 1
X-Files: Resist or Serve
XIII (Thirteen)
X-Men 2: Wolverine's Re
X-Men: Next Dimension

Y = 2 5

Yu-Gi-Oh! Duel Mon. 2
Yu-Gi-Oh! Duellists Roa

0-9 = 2 7

007 Agent Under Fire
007 Everything or not
007 Nightfire
13 (XIII)
18 Wheeler
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SWAY TO DO IT: A new camera makes the pitch appear diagonal.

HI-YA! New character animations make players look like the Karate Kid.

"IF FOOTBALL IS A UNIVERSAL LANGUAGE, THEN KONAMI'S LATEST IS INCREDIBLY FLUENT"

WINNING ELEVEN 8

The only footy game to make us cheer, cry and jump for joy... and that's before we took it out of the box.

"What's that?" pipes PSM2's Dep Ed Dan D, as a suspicious brown package enters the office. "Er, nothing" squeaks Dan G, as he slips the parcel onto Nathan's desk. It's deadline in the PSM2 office, and everyone should be working hard, but – holyshitholyshit – *Winning Eleven 8* has entered the room. As Nathan sits down to review it – y'know doing his *job* – even Art Ed Milf looks upset. That's the importance of being first to play the latest *Winning Eleven*. It's the game that takes up 700+ office hours *a year* (maybe more) and – amazingly – gets better every time. In fact, if Konami continue to improve their footy sim for, say, the next decade, then we'll literally run out of superlatives to fill these pages. In fact we'd have to develop a completely new dialect.

For the uninitiated, *WE8* is a taste of how *PES4* will look (and play) when it's released in the UK. There's usually a two month delay between the release of *WE* and *PES*, where the developers pick out any small flaws before the European release. This is the eighth in the much-lauded *WE* series, and – as always – it renders the last game redundant (well, almost – more later), with more realistic ball physics, player control and general brilliance. Although *WE8* is the closest thing to (dare we say it?) perfection, let's kick off with – shudder – the flaws. First and foremost, *WE8* suffers from juddery frame rates during frantic goal mouth scrambles and set-pieces. Thankfully,

RON-DERFUL: Ronnie loves wearing gloves.

PENALTY TRICK: Goalies now try to intimidate kickers.

OLE: The ref looks like he's going to copy the Nike ad and take Ron out.

WE8'S SHOWBOAT SHOWDOWN

The latest *Winning Eleven* wouldn't be complete without some new-fangled tricks. Here we show you just four of the beauties:

SWITCHEROO

Forget turning on a six-pence, the new R2-controlled turn lets you turn on a blade of grass. Ideal for outfoxing defenders, simply tap R2 and the opposite direction and your player will jump gracefully over the ball.

LOLLIPOP MARK 3

Now a trademark of Man Yoo's Ronaldo, the lollipop has spawned a new variation for *WE8*. Double tap the R2 button and your player will perform a quick step-over before cutting inside and ghosting the defender.

TO ME, TO YOU

Pressing ■ during a free kick, will call another player to stand over the ball. You can then hit R3 to lay the ball off for a team mate, or you can have a dip at goal with the closest player to the ball by using L1 and ○.

SHOULDER ON

You can now link the step-over trick with the drop of your player's shoulder. Tap L1 to perform the step-over and then press ← or → to fake a move and the defenders will be left lead-footed.

F-AR HE'S PLASTERED: The Portuguese wonder kid even sports his ex Band-Aids

THE MONEY SHOT

The new motion-captured spinning volley is quite simply amazing. Think David Platt against Belgium at Italia '90. Sweet.

KCET have stressed (as always) that *PES4* will not suffer the same fate, which means it should be glitch-free. As veterans of the series will have guessed, the majority of *WE8's* squads, kits and team names will need editing. But, if you're happy playing with McCresta U (Man Utd) in a generic red kit then that's your prerogative. We, on the other hand, compulsively take the time to edit every minor detail – heck, WE8 even lets you edit the sponsors logo – to get our favourite teams as close to perfect as possible. Compared to the 'perfect from the start' FIFA licensing this will stike some as being a little shabby.

From the moment you set eyes on the revamped menus though, you'll appreciate the lengths to which KCET have gone to make them more attractive. They're laden with illustrative icons for effortless navigation by non-Japanese speakers. The polish extends to the pitch. From holding ⊗ and sending a worm-burning pass across the entire width, to accurately double tapping ◎ for a Beckham-esque whipped cross, you'll never want to play *PES3* or *WE7* again (well – see later). The amazingly fluid animations make *WE8's* forebears seem arthritic. Even the way Zidane swivels his 360°s feels more responsive.

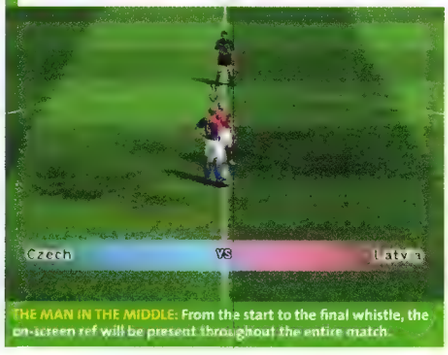
The sometimes-weak passing system from *WE7* and *PES3* has been completely overhauled. Remember those lacklustre through-balls, or the rigid one-touch passing that gave the ball away too often? In their place is a robust new control system which lets you pull off spectacularly accurate lofted passes thanks to the power gauge control assigned to the L1 and △ through ball. The sight of Bergkamp pinging a lobbed pass over Chelsea's defence to meet Henry is enough to prompt choruses of "did you just see that?"

IT'S OFFICIAL

An unusual gripe among fans of the *WE* series was that officials were only ever on the pitch during cutscenes. Well, KCET have listened to your comments, and referees are now constantly present. The rule-mongers break up tussles, consult their linesmen for offside rulings, and even manage to get struck with the ball. Ouch.

REFFIN' HELL: Here's one of the most hated men in *WE8*.

ARROW MAGNET: The refs aren't as harsh as last time.



THE MAN IN THE MIDDLE: From the start to the final whistle, the on-screen ref will be present throughout the entire match.

Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

FIGO-ING MAD: One sweetly-struck free kick into Beckham's face, and he'll be in the starting eleven next weekend.

"PULL OFF SPECTACULARLY ACCURATE LOFTED PASSES THANKS TO THE POWER GAUGE"

EXTRAS! EXTRAS! EXTRAS!

Master League

- As well as playing in a huge European league like the previous *WE*, you can now play in a country-specific league. So, if you wanted to guide Ajax to the Ere Division title then you can.
- The player search has been refined to incorporate an easier selection process. You can now simply select 'Playmaker' and the system will look for specific players who fit that description.

TEEMING WITH TEAMS

There are more teams than you can shake a corner flag at. *WE8* has over 50 national sides and 136 club sides. Unfortunately, none of the international teams are licensed, but there are 56 licensed club teams from three fully commissioned leagues (Spain, Italy and Holland). Among the new club teams on offer are last season's whipping boys, Wolves, and the there's also a welcome return for Argentinian sides like River Plate.

OFFICIAL SCREEN: This selection of club team flags are from the completely licensed teams from Spain, Holland and Italy.

sweet, but also last year's...

graphics look amazing.

GENERATION NEXT VS. THE GOOD OL' BOYS

As the years have rolled on, so the stats of the top players within *Winning Eleven* have gradually deteriorated. So, the first choice Master League transfers are going to start to be less of your (literally) old favourites and more of the up-and-coming soccer stars of today. PSM2 have picked a crop of the young bucks that we'd start in our first team (and check out the in-game likenesses grabbed from replays – take that, *FIFA*!).

NEW BREED

▲ W. BRIDGE
CLUB: CHELSEA
AGE: 24
POSITION: LB/LW

▲ JOAQUIN
CLUB: REAL BETIS
AGE: 21
POSITION: LW

▲ ADRIANO
CLUB: INTER MILAN
AGE: 22
POSITION: FW

▲ R. FERDINAND
CLUB: MAN UTD
AGE: 26
POSITION: CB

▲ P. CECH
CLUB: CHELSEA
AGE: 22
POSITION: GK

▲ VAN DER VAART
CLUB: AJAX
AGE: 22
POSITION: OM

▲ W. ROONEY
CLUB: EVERTON
AGE: 19
POSITION: FW

▲ R. CARVALHO
CLUB: CHELSEA
AGE: 26
POSITION: CB

▲ C. RONALDO
CLUB: MAN UTD
AGE: 19
POSITION: RW

▲ RONALDINHO
CLUB: BARCELONA
AGE: 24
POSITION: FW

▲ G.CLICHY
CLUB: ARSENAL
AGE: 19
POSITION: RB

OLD GUARD

▲ L. THURAM
CLUB: JUVENTUS
AGE: 32
POSITION: RB/CB

▲ D. BECKHAM
CLUB: REAL MADRID
AGE: 30
POSITION: RW/CM

▲ SHEVCHENKO
CLUB: AC MILAN
AGE: 28
POSITION: FW

▲ F. CANNAVARO
CLUB: INTER MILAN
AGE: 30
POSITION: CB

▲ G. BUFFON
CLUB: JUVENTUS
AGE: 31
POSITION: GK

▲ RONALDO
CLUB: REAL MADRID
AGE: 28
POSITION: FW

▲ ROY KEANE
CLUB: MAN UTD
AGE: 33
POSITION: DM/CB

▲ J. STAM
CLUB: AC MILAN
AGE: 32
POSITION: CB

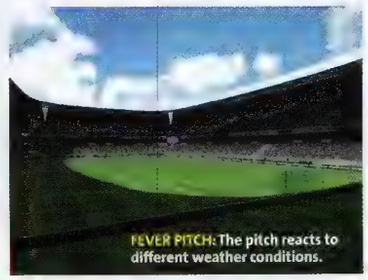
▲ VAN NISTELROOY
CLUB: MAN UTD
AGE: 28
POSITION: FW

▲ Z. ZIDANE
CLUB: REAL MADRID
AGE: 34
POSITION: OM/LW

▲ R. CARLOS
CLUB: REAL MADRID
AGE: 33
POSITION: LB/LW

SLOW-MO: Unfortunately these situations are slowed down.

TAKE ON ME: Tapping ⓡ2 should dust this guy off.



FEVER PITCH: The pitch reacts to different weather conditions.

SHOW PONY: Crissy Ronaldo is swift like the wind.

"THE SOCCER GAME OF THE SEASON ONCE AGAIN"

smugitude. Pure flow-etry in motion. You can break the opposition down more methodically with patient approach play, due to the slickness of ⊗ passes (hold the button longer to auto-pass further). Even flicking the ball, with first touch nonchalance across your back four displays a staggering repertoire of new passing motions. *WE8* players use similar passing animations to their *WE* predecessors – save the frequent outside of the boot flicks – but now they can even use their chest to lay off a one-two. And if you thought that was good, you'll love the control you have over the power of through-balls. Build-up play's so satisfying, it's tempting to save general play to memory card. Not just goals. Yep, it's *that* good.

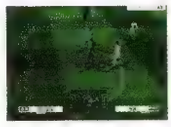
Scoring is slightly more difficult – though no less riveting – thanks to the new build up meter, with shots taking longer to charge. But don't fear, because it gives you an increased amount of control. Your first few shots may sail high and wide, but after a while you'll be bulging the net with Bobby Carlos pile drivers, and even latching onto loose balls to fire home real screamers. The character animations perfectly mimic real player attributes. Gawp in awe as Van Nistlerooy receives a pass on his knee, before swivelling on a six-pence and lashing a volley into the top corner in one continuous motion. Even the shrunken frame of Owen can now sprint convincingly past lagging defenders, (like he did against the Argies at World Cup '98) before a precise touch of ⊡ slots a trademark curling effort into the onion bag. Player dimensions are so accurate, that if a player of Owen's stature runs straight into the muscular physique of someone like Jaap Stam he'll be on his ass in seconds. Just like real life.

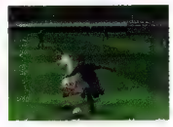
The on-screen ref adds atmosphere, running in to break up scuffles and bustling around midfield. He's not without problems, mind – on one occasion, our crossed ball hit the ref and deflected over the goal line... causing the bugger to give a goal kick. The Master League is much improved –now you can search specifically for players like 'speedsters' and 'playmakers' – but the Jap text is inpenetrable. The lay-off free kick system is flexible, shaming the predictable set pieces of *PES3* (i.e. cheap short pass or direct shot).

Why *only* 92% Well, what choice do we have if KCET keep on improving their series? Theoretically, by the time *WE12* arrives we'd have to give it 101%, and that'd just be plain stupid. There's also the small matter of the impenetrable Japanese menus and the fact that it'll cost you about a hundred pounds to import the game and buy a chipped PS2 to play it. Some hardcore players on the *PES* forums even claim the new edition feels stilted and too deliberate – only *one* member of PSM2 agrees – but it's just the shock of relearning the game.

Judged on gameplay alone, *WE8* is so superior to *any* footy game on the planet (except, perhaps, *WE7 International*) that we'd need at least four more pages to dissect it into each fantastical component. *WE8* is the closest depiction of real life football you'll find... to date. It's the champion that *all* other developers have tried to create, and failed. The guys at KCET have again delivered a soccer fan's dream. And with the promise of an up-to-date roster, revised commentary and no slow-down for the UK *PES4*, you can be confident that it'll be still the galactico PS2 experience leaving lesser games trailing in its wake. **Nathan Irvine**

■ Winning Eleven 8 *is available on import now.*





CELEBRATE GOOD TIMES

As with last year's *WE7*, player-specific goal celebrations are depicted post-netbuster. So, expect to see a return of Thierry Henry's knee slide, Raul kissing his ring and Beckham's crucifix pose. Another nice little touch is how when officials rule a goal offside the scorer sometimes carries on celebrating, only to be brought back down to Earth by a steely-eyed ref's frantic whistle blowing. Harsh, but fair.

Sheerer's trademark arm lift.

the pitch. Bergkamp picks him up.

hitman have a toffee in his ring?

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Football in it's purest form. A thing of beauty. – If you don't like football, you won't like this.	+ The fluid animations make *WE7* look robotic. – Some frame rate issues during crowded play.	+ Great atmospheric arenas. – Commentators seem less enthusiastic now.

LIFESPAN

The Master League will last for as long as you want it too. But this is the definitive multiplayer game for footie fans.

MINUTES — YEARS

IT'S BETTER THAN...

PES3

IT'S WORSE THAN...

PES4?

Football at its finest. Look past the frame rate issues and the unlicensed teams and you'll find a digital depiction of footballing brilliance second to none.

92

"IT'S PINTS OF BLOOD INSTEAD OF PINTS OF BEER AT YOUR LOCAL"

SHAUN OF THE DEAD

Pub-loving loser defends his friends from flesh-loving zomboids. Cock it!

So what would you do if an unexplained incident turned half the population into drooling, flesh-craving zomboids? Why, like any good *Resident Evil* fan, you'd grab your gun, your girl, your best mate and fight your way to the pub! Forget some faceless American city, this is set in Crouch End, North London. And shiftless shift worker Shaun (Simon Pegg) is faced with being dumped by his girlfriend on the same day that zombies swarm through London.

From the buzzing comedy mind of creator/star Pegg, Shaun Of The Dead will be familiar to all of us who've ever loved sci-fi riffing comedy Spaced. Taking the same wisecracking, Brit-centric humour and deep, geeky knowledge of the subject, Pegg and director Edgar Wright have concocted the best UK comedy effort to shuffle along for years. Everything works – from the spot-on post-hangover sequences to the soundtrack littered with modern rock (Ash), '80s classics (Queen's 'Don't Stop Me Now' is used to hilarious effect during the finale) and zombie history nods (notice that weird electronica sound at the start? It's a rip from Dawn Of The Dead). Make no mistake this is no half-arsed, smart-arsed US-style spoof.

Shaun also never forgets to turn on the scares, playing up the "horror" in this horror-comedy extravaganza to full, gore-riffic effect. A blood-drenched finale in local pub The Winchester recalls the best siege attack zombie films ever made and even crams in some real emotion, such as when Shaun has to make a heartbreaking choice. You'll laugh. You'll cry like a girl. You'll piss your pants in fear and laughter. You'll get this now, or everyone will think you're a complete Lando.

STARRING
- Simon Pegg
- Nick Frost
- Kate Ashfield
- Dylan Moran
- Lucy Davis
- Bill Nighy
- Penelope Wilton

DIRECTOR
- Edgar Wright

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- 6th September

"THE BEST UK COMEDY EFFORT TO SHUFFLE ALONG FOR YEARS"

BLOODY? BRILLIANT!

Backing up Pegg is the cream of modern comedy, including best mate Nick Frost (no-one's better at slobby lay-abouts), growl-voice Peter "the voice of Darth Maul" Serafinowicz, and Black Books star/stand-up Dylan Moran. And not forgetting blink-and-you'll miss 'em cameos from the likes of Martin "The Office" Freeman and Matt "The Only Gay In The Village" Lucas.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Great acting and superb writing throughout. – You won't want it to end after 95 minutes.	+ Some of the best horror scenes you'll ever see. – Some of the references are a little *too* geeky.	+ Loaded with extras and commentaries. – It's hard to complain with quality like this.

EXTRAS

Four commentaries, outtakes, video diaries, plot hole "fillers" (narrated comic strips), SFX/make-up tests, extended scenes with commentary... and that's just the tip of the iceburg. Top marks!

IT'S BETTER THAN...
DOG SOLDIER

IT'S WORSE THAN...
AMERICAN WEREWOLF

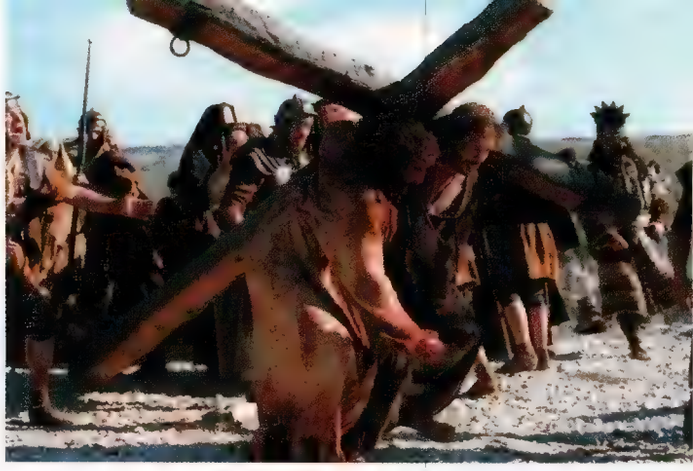
Hilarious blood-curdling action filled with references to the classic zombie flicks of all time. The disc is rammed with amazing extras too. Britcom at its best.

96

"ONLY MASOCHISTS AND MARTYRS NEED APPLY"

THE PASSION OF THE CHRIST

Mel Gibson lashes on the blood to chronicle Christ's last hours...



STARRING
■ James Caviezel
Monica Bellucci
Claudia Gerini
Andrea Coppola
Rosalinda Celentano

DIRECTOR
■ Mel Gibson

CERTIFICATE
■ 18

PRICE
■ £19.99

RELEASE
■ 31st August

Must've been a tough life as the Son of God. You go around preaching, trying to make the world a better place, healing the sick and generally being very nice, then when crunch time arrives, the locals decide you're not worth the trouble, your mates abandon you and you're strung up on a bloody great stick.

Yep, not easy. And certainly not during The Passion, the period of Jesus' life between his betrayal in The Garden Of Gethsemane and his crucifixion on Golgotha. If you're after a balanced, comfortable biopic of the man behind the gospels, look elsewhere. For Mel Gibson, someone who knows a fair amount about bleeding himself after four Lethal Weapons, is not interested in Jesus' life. He's here to make us think about his brutal, agonisingly slow death.

CROSS WORDS

It often feels like Mr Mel is playing up the stylistic tricks. Every time Jesus falls while carrying his cross, he does so in aching slow motion. And yes, it's bloody. There's more pulped flesh on show than many horror movies, so if you've a low tolerance for blood-strewn thrashings, steer clear. The cast are fine, given that they've little to do besides show agony (James Caviezel) or sorrow (Monica Bellucci). You're unlikely to be converted if you're not already among the faithful and for that reason this comes across as a reverent, faithful vanity project.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ A great central performance of JC. – It's overlong and very much overdone.	+ An epic film about truly historic events. – Some of the scenes of suffering are horrific.	+ You can switch on the lovely subtitles. – But if you're looking for more you'll be unhappy.

EXTRAS

So, right, what you can do, right, with this superb DVD, right, is turn on the subtitles so you know what they're saying all of the time as opposed to half of it. And that's it. There's nothing more.

IT'S BETTER THAN...
THE MIRACLE MAKER

IT'S WORSE THAN...
THE LAST TEMPTATION

If you've got the stomach for it, this is a harrowing study in suffering and faith unlike any you've ever seen before. But, Christ Almighty, what a slog.

52

50 FIRST DATES

STARRING
■ Adam Sandler
Drew Barrymore

DIRECTOR
■ Peter Segal

CERTIFICATE
■ 15

PRICE
■ £19.99

RELEASE
■ 6th September

Drew Barrymore + Adam Sandler in The Wedding Singer = box office success. So you can forgive the producers of 50 First Dates (including Sandler himself) for trying again. The result is an utterly average rom-com based on the high-lar-ious concept that Barrymore suffers from short-term memory loss and wakes up not knowing what happened the day before. And Sandler, a vet, has to woo her afresh every day. Groundhog Date, anyone? It's sporadically funny and the Sandler/Barrymore pairing still works, but it's nowhere near as effective as their first pairing. And don't even get us started on the awful Rob Schneider, who should never be let near a film set again. When the funny maritime life that makes up Sandler's patients are funnier than the leading man, it's time to worry.

55

STAR TREK: THE ORIGINAL SERIES

STARRING
■ William Shatner
Leonard Nimoy

DIRECTOR
■ Various

CERTIFICATE
■ TBC

PRICE
■ £69.99

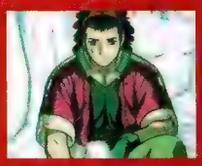
RELEASE
■ 30 August

Space... The final frontier. Back to where it all began with the cheesy, velour adventures of Kirk, Spock, McCoy and the brave crew of the USS Enterprise. Time has not been kind to the original series (the cardboard sets! The plastic monsters! Shatner's shat sham acting!) but that's not to say this drift down the memory space-lanes isn't worth it. While they did occasionally encounter space beasts that were more fried egg than dangerous threat, when the stories worked, they were compelling and intriguing. Shatner, meanwhile, benefits from the counterbalance of Leonard Nimoy and DeForest Kelley as his Vulcan first officer and Chief Medical Officer. You may laugh now, but this is the franchise that spawned TV shows that are still seen around the world today.

75

Films from another space and time

ANIMANIA



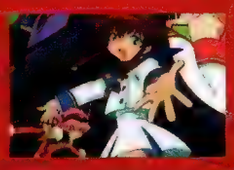
ZAION: WISH YOU WERE HERE VOL. 1

A meteorite crashes into the Earth and unleashes a horrible alien virus that transforms people into strange mutants. To battle against the foul creatures, the NOA Organisation implants soldiers with nanotechnology that transforms their bodies into 'organic' battle armour. Yes, indeed. This volume introduces the characters, and it's a ripping yarn full of action and stunning eye candy.

81

ANGELIC LAYER VOLUME 2

Angelic Layer is a game wherein small children battle with thought-controlled dolls. When Misaki, a small-town girl, arrives in Tokyo she builds a doll and joins in the competition, but things aren't as they seem. This is very much a girls' anime, and it's full of terrifying, gurgling cuteness. If this sort of thing is your bag, give it a go – otherwise, stay away.



69

DAI GUARD: VOLUME 5

The pilots at Dai Guard are under pressure from their bosses. New jobs seem the only way forward, but the world still needs heroes. Slick animation, excellent voice acting and insane alien villains make this well worth a look. The action comes thick and fast, and there's a lot of philosophical banter. This series continues to impress with it's stellar blend of humour and action.

84

ALSO RELEASED

THE BOURNE IDENTITY: SPECIAL EDITION

■ Released Out Now ■ Cert 12 ■ Price £15.99

A taught, thrilling chase movie that made us believe spud-faced Matt Damon could actually kick arse. It's great stuff and now comes with added deleted scenes.

80

THE CALCIUM KID

■ Released 30 August ■ Cert 15 ■ Price £15.99

This was Orlando Bloom's big attempt to carrying a leading role without Orcs to support him. And he falls on his arse in this boxing "mockumentary". Avoid.

25

CSI: MIAMI SEASON 1.1

■ Released 6 September ■ Cert TBC ■ Price £39.99

The original, Vegas-set CSI was a huge ratings hit in the US. But this Miami spin-off never quite reaches the peak of its parent show's quality. It just lacks charisma.

48

THE LOST BOYS: SPECIAL EDITION

■ Released 6 September ■ Cert 15 ■ Price £19.99

This post-modern, witty vampire comedy is sparked into undead life by a great, villainous turn from Kiefer Sutherland. Still kicking it after all these years.

72

©The Kobal Collection

THE INCREDIBLE JOURNEY

Disney presents a Pixar film

THE INCREDIBLE JOURNEY

Why making games about movies will never be the same again...

Ever wondered why it took George Lucas 20 years to get round to his second slew of Star Wars films? It was because he didn't know how to get Jar Jar Binks on the screen without resorting to a man in a rubber suit. The powers of Industrial Light and Magic (his benchmark-setting effects house) are now well documented but back in 1979 the notion of creating a digital idiot was but a distant dream...

It was then that he invested in a digital animation offshoot of ILM to make his future Star Wars dreams a lucrative reality. After years of work he finally garnered the ear and floppy foot knowledge he needed and kissed off the department for a measly $10 million in 1986 to Steve Jobs, the man who invented Apple. The computer company – not the fruit. Computer animation? It'll never catch on. Smart move? Not at all – after being granted years of creative freedom to arse about and have fun they came up with Toy Story in '95 – a film which pretty much set them (and their bulging staff and gorgeous corporate headquarters) up for life. Bug's Life, Toy Story 2, Monsters Inc and that one about the fish. Hit after hit after hit. Finding Nemo is the most successful animated movie ever. Yes, even bigger than Bambi. And the hits just keep coming.

The Incredibles is the latest Pixar creation, set to hit cinemas "this holiday season". That's Christmas to you and I. A tale of retired superheroes returning to the fray for one last job, it's their most accomplished and gorgeous-looking movie yet. And alongside the movie is a game created so closely with Pixar's assistance that it's hard to see where the business of making the movie ends and the videogame begins.

BURNING CURVE: This early level takes place in a burning building which collapses around you.

CITIES SLICKER: The Heavy Iron team built the complete city as featured in the movie.

SECURITY!

PSM2 journey through the most balls-tighteningly heavyweight security *we've ever experienced* to bring you knowledge on the 'incredible' upcoming Disney Pixar movie and its amazing PS2 game spin-off. The security badge they gave us even had a chip in it so that it would trip alarms if we entered 'no admittance' areas and they could see where we were at any time. And when we were shown round the Pixar studio we had a guide and two additional Pixar staff following us around making sure we didn't take any pictures or run off when the real guide wasn't looking! What? Don't they trust us? Oh...

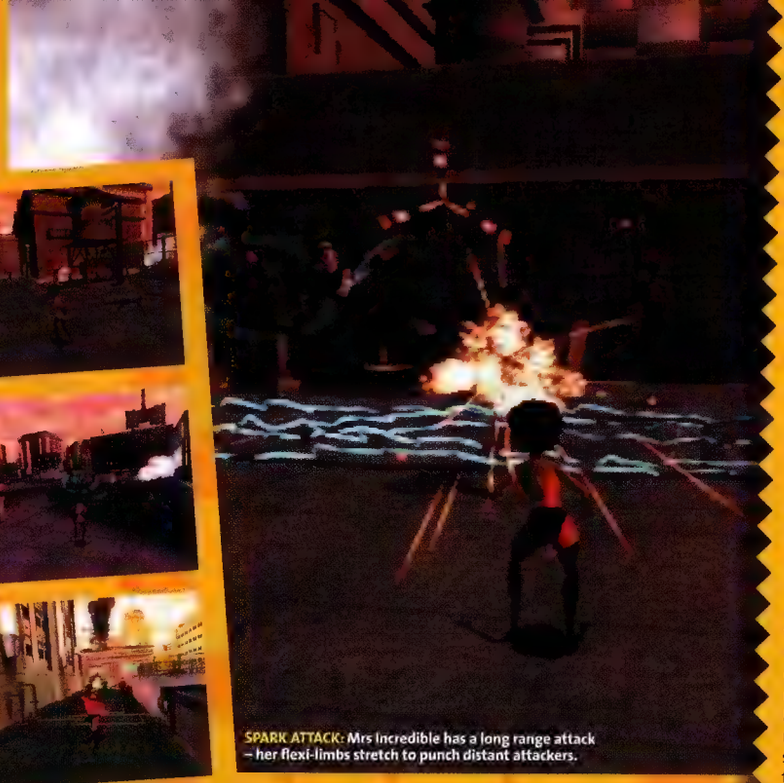
THE INCREDIBLE JOURNEY

The movie is the work of Pixar. The game is the work of Heavy Iron, an old hand at licensed games having produced the fine *Scooby Doo: Night of 100 Frights* (the game we went on record as preferring to *Tomb Raider: Angel of Darkness*) and *Evil Dead: Hail To The King* and <cough> *Spongebob SquarePants: The Battle for Bikini Bottom*. So how do two companies work simultaneously on the same product at once? The answer is an in-each-other's-face kind of teamwork.

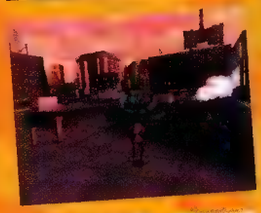
As the game has to be ready in time for the launch of the movie, Heavy Iron were involved from before knowledge of the movie's existence. Weekly meetings between Pixar staff and Heavy Iron's animators have kept the developer fed with the most up to date information in order to keep the game and movie inseparably locked. And the information has flowed both ways, with Heavy Iron re-creating the moves of the characters from Pixar's digital animation frames and running them back for Pixar to try out. Occasionally Mrs Incredible's arm didn't quite spang out fast enough or Mr Incredible's leap wasn't quite thumpy enough. "But most of the time we get things right," assures creative director Shiraz Akmal.

Most of the time? What happens when you guys don't see eye to eye? "An interesting part was cutting up the movie into action for the game," he told us. "A level needs 15 different types of bad guy and in the movie they might only have one or two. So we have to create a whole bunch of our own," he explained. "The good news was that more often than not the guys at Pixar had designs that they'd done that they didn't have room for in the movie, so we went ahead and created them. The rest of it was easy. When I watched the movie I could see that there's a level right there, this section could be our second level. This is a boss battle. This is another boss battle. Right the way through to the end of the game."

And what of the game? Given that The Incredibles are a family of superheroes (Mom, Dad and two kids, Dash and Violet) each with unique super-abilities creating a game with variety and exciting gameplay was a breeze. "Mrs Incredible, also known as Elastigirl, was particularly interesting. She can bend and stretch into any shape which is really the first time anyone's tried to do



SPARK ATTACK: Mrs Incredible has a long range attack – her flexi-limbs stretch to punch distant attackers.



"THE PIXAR GUYS HAD DESIGNS THAT THEY DIDN'T HAVE ROOM FOR IN THE MOVIE"

SAFETY IN NUMBERS: One of the game's highs is its ability to fling around lots of characters at once.

FIGHTING THE GRAB: The targeting system flicks from enemy to enemy making grab attacks easy.

SO HOW DOES IT ALL WORK?

The early stages of making a Pixar movie are surprisingly commonplace. Like every great bit of entertainment it all comes from a central idea and a roomful of talented people to flesh it out. Sketches are drawn, storyboards (showing the action in cartoon-strip form) are made and slowly but surely characters are designed and named.

Jokes are tried out, ditched, improved, and illustrated and after, ohhh, a couple of years you've got a big fat storyboard made up of decidedly lo-tech cardboard sheets covered in post-it note-sized sketches (the Finding Nemo movie 'script' wound up being an incredible 43,536 individual drawings).

Alongside the scripting storyboard, artists are set to work designing characters on paper, on computer and in clay, producing models which can then be scanned. The script is written, the actors employed and the voices recorded. Think you're almost there? No way.

Next comes the laborious process of animating the characters in time to the voices and generally making that 2D storyboard comic book come to life in 3D. Each second of film consists of 24 frames so that's 24 separate drawings *per second*. Once the moves have been roughed out the final frames are sent down the wire to Pixar's monster Renderfarm – a huge computer actually made up of 250 separate computers each with ten PC-style Intel processors. Even with all this power a single frame can take up to six hours to create.

And here's something to ponder: it takes Pixar five years to make each movie, and yet they have a movie out every year. This means that while they're at the final tweak of The Incredibles right now, they're well past halfway with Cars, have pretty much finished designing and story boarding their next movie *after that*. No wonder security was tight.

FIRST STEPS!

PIXAR'S EARLY DRAWINGS: The Incredibles team work in many different media: sketches, sculptures and very rough computer images used to work out the positions of things.

EARLY MODELS!

ROUGHING OUT THE FRAME: From the early sketches Heavy Iron's designers can put together a basic shape for the background which will all need texturing and painting.

FINISHED!

THE FINAL IN-GAME IMAGE: Adding texture brings the frame to life. By sharing resources with the Pixar animators, and regular checking, they can match the movie's look perfectly.

PIXAR Math

A single Incredibles frame (ie, one hi-res drawing) can take 6 hours to make
There are 24 frames per second (24 x 6 = 144 hours to make 1 second of film)
A film is 90 minutes long (90 x 60 = 5400 seconds)
So it takes 5400 x 144 = 777600 hours to render the movie
Thats 32,400 days
Or 1080 months
Or 91 years
Ulp... Someone's going to need some better computers...

SHIFTING GEAR: By bashing Ⓐ Mr Incredible can lift heavier objects – try tearing a chunk of this rooftop for instance.

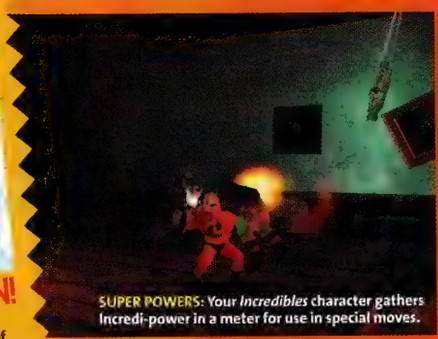
PIXAR MOVIEOGRAPHY

(1995)
(1998)
(1999)
(2001)
(2003)
(2004)
(2005)

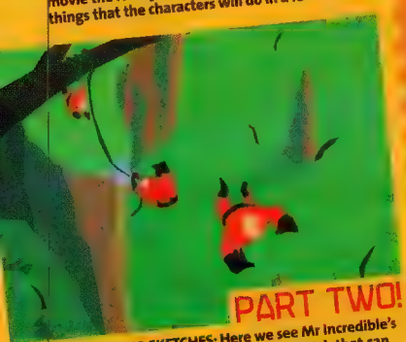
BUSTIN' LOOSE: With all that super-strength it'd be a crime if Mr Incredible didn't have loads of destructible scenery to smash through.

ACTION PLAN!

HEAVY IRON PLAN THE GAME: Inspired by the movie the Heavy Iron team map out the kind of things that the characters will do in a level.

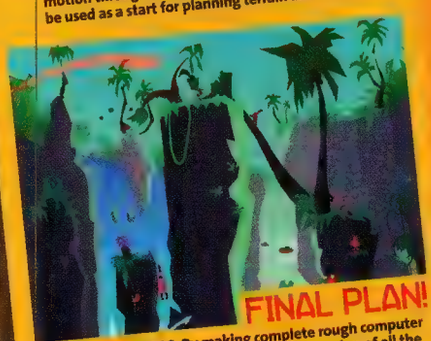


SUPER POWERS: Your *Incredibles* character gathers Incredi-power in a meter for use in special moves.



PART TWO!

FIRST COLOUR SKETCHES: Here we see Mr Incredible's motion through a jungle in a simple sketch that can be used as a start for planning terrain and animations.



FINAL PLAN!

MAP OUT THE LEVELS: By making complete rough computer sketches of the levels they create a simple version of all the game's action, ready for the 3D designers to create in full.

"A FAMILY OF SUPERHEROES, EACH WITH THEIR OWN UNIQUE SUPER-ABILITIES"

that with a playable character. She can stretch-punch distant enemies, and even roll up into a hoop and roll around. Creating her was a particularly difficult challenge and we had to work closely with Pixar to make sure that we'd got the way she stretches and moves just right," Shiraz told us.

Mr Incredible's unique strength is... his unique strength. Able to pick up heavy objects and hurl them around created lots of gameplay possibilities for the Heavy Iron team. "When you're playing one of the Mr Incredible levels you can watch out for highlights on objects that show that you can interact with them. Then if you approach them and press Ⓐ Mr Incredible will grab hold of them. By tapping Ⓐ you make him move the object. Some objects are heavier than others, so you have to tap faster. We wanted the player to really feel the strain and effort he goes through."

The two other members of the family, Dash and Violet, have their own super-abilities too. Dash can run incredibly fast while his sister is not only incredibly agile but can turn invisible and produce a force field to protect herself. While there will be levels featuring Dash and Violet in the finished game these are still very much under wraps in accordance with the corset-tight Pixar deal.

Get to grips with The Incredibles movie and game in November.

WHO ARE THE INCREDIBLES?

As you progress through the game you get to play as each of the Incredible family (and one other playable character that's still very much under-wraps) in levels specially tailored to each's unique abilities.

ELASTIGIRL (AKA MRS INCREDIBLE)

Height: 5'8"
Weight: 125lbs
Formerly known as Elastigirl, she's able to bend and stretch into impossible shapes. She also has prestigious leaping abilities.

MR INCREDIBLE

Height: 6'7"
Weight: 350lbs
His skills include incredible strength and durability. That said, he's not quite in as good a shape as he once was...

VIOLET

Height: 4'6"
Weight: 90lbs
Daughter of Mr and Mrs Incredible. She can become invisible, create a protective force field and is amazingly agile.

DASH

Height: 4'0"
Weight: 65lbs
Son of Mr and Mrs Incredible. He can run at amazing speeds and possesses superior reaction time.

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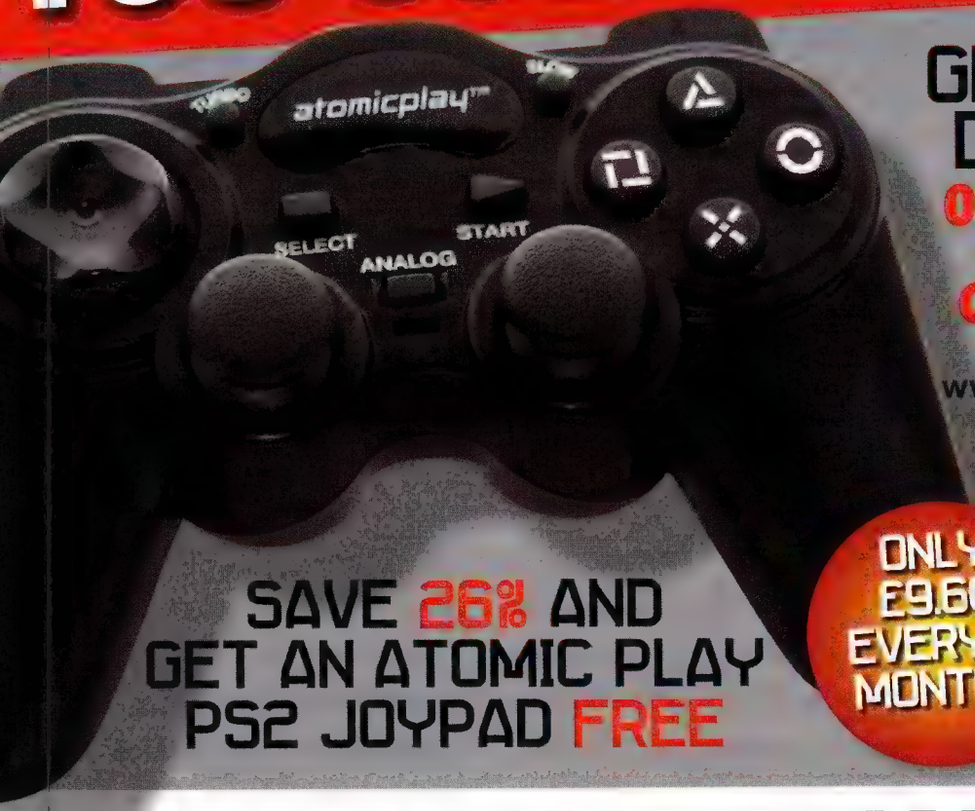

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TOP FIVE

ACTION

1. GTA: VICE CITY
2. METAL GEAR SOLID 2: SUBSTANCE
3. ONIMUSHA 3
4. SPIDER-MAN 2
5. MANHUNT

EXTREME SPORTS

1. TONY HAWK'S PRO SKATER 3
2. SSX TRICKY
3. SSX3
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

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1. SINGSTAR
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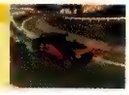

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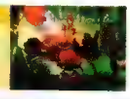

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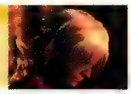

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Publisher> Sony Issue> #50

GRAN TURISMO CONCEPT 2002: TOKYO-GENEVA 79%
Publisher> SCEE Issue> #25

GRAVITY GAMES BIKE: STREET, VERT, DIRT 48%
Publisher> Midway Issue> #28

GREAT ESCAPE, THE 73%
Publisher> SCi Issue> #39

GREGORY HORROR SHOW 70%
Publisher> Capcom Issue> #42

GROOVE RIDER 52%
Publisher> Play It Issue> #45

G-SURFERS 49%
Publisher> Midas Issue> #16

GTC AFRICA 74%
Publisher> Rage Issue> #16

GUILTY GEAR X2 84%
Publisher> Big Ben Issue> #35

GUMBALL 3000 73%
Publisher> SCi Issue> #29

GUNDAM: FEDERATION VS ZEON 39%
Publisher> Atari Issue> #29

GUNFIGHTER 2: REVENGE OF JESSE JAMES 40%
Publisher> Ubisoft Issue> #35

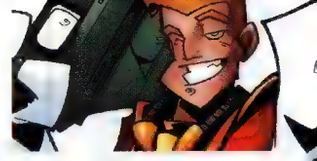
GUNGRAVE 68%
Publisher> Activision Issue> #30

GUN GRIFFON BLAZE 70%
Publisher> Virgin Issue> #07

HALF-LIFE 90%
Publisher> Vivendi Issue> #16
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.

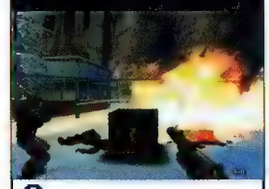
HARDWARE ONLINE ARENA 68%
Publisher> SCEE Issue> #41

HARRY POTTER AND THE CHAMBER OF SECRETS 65%
Publisher> EA Issue> #31



TOP FIVE

FIRST PERSON SHOOTERS

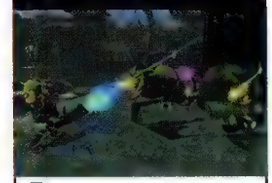


1. TIMESPLITTERS 2
2. HALF-LIFE
3. MEDAL OF HONOR: FRONTLINE
4. DEUS EX
5. RED FACTION 2

SPORTS

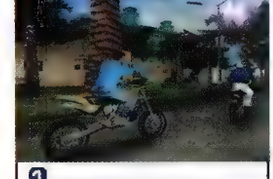
1. PRO EVOLUTION SOCCER 3
2. TONY HAWK'S PRO SKATER 3
3. SSX TRICKY
4. FIGHT NIGHT 2004
5. TIGER WOODS 2004

PLATFORMERS



1. JAK 2: RENDGADE
2. RATCHET & CLANK
3. JAK & DAXTER
4. RATCHET & CLANK 2
5. MAXIMO

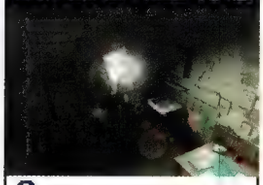
ALL TIME BEST



1. GRAND THEFT AUTO: VICE CITY
2. PRO EVOLUTION SOCCER 3
3. TIMESPLITTERS 2
4. SSX3
5. TONY HAWK'S PRO SKATER 3

TOP FIVE

ANDY'S FAVORITE GAMES OF ALL TIME

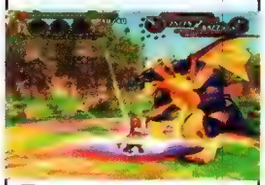


1 SILENT HILL 2

A subdued soundtrack, mystifying beauty and horrific subject matter make this PS2's finest adventure.

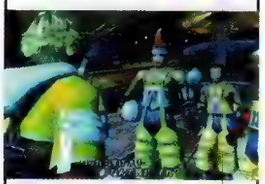
2 SOUL CALIBUR 2

The finest beat-em-up there is. Smooth, responsive combat and complete freedom of movement.



3 DARK CHRONICLE

The game that keeps on giving. Infinitely rewarding, ridiculously huge and an absolute joy to play.



4 FINAL FANTASY X

Incredibly complex combat system, sumptuous visuals and a killer storyline. The RPG of kings.

5 SSX TRICKY

Challenging like nothing else on PS2. Takes an age to master, but mere seconds to get into. Perfect.

HARRY POTTER AND THE PRISONER OF AZKABAN 74%
Publisher> EA Issue> #51

HARRY POTTER: THE PHILOSOPHER'S STONE 55%
Publisher> EA Issue> #44

HAUNTED MANSION, THE 10%
Publisher> TDK Mediactive Issue> #46

HAVEN: CALL OF THE KING 51%
Publisher> Midway Issue> #29

HEADHUNTER 81%
Publisher> Sony Issue> #19

HERDY GERDY 69%
Publisher> Eidos Issue> #21

HIGH HEAT MAJOR LEAGUE BASEBALL 71%
Publisher> 3DO Issue> #24

HITMAN 2: SILENT ASSASSIN 89%
Publisher> Eidos Issue> #28

HITMAN: CONTRACTS 90%
Publisher> Eidos Issue> #49
A game that promotes experimentation and plays brilliantly. A twisted funhouse.

HOTWHEELS VELOCITY X MAXIMUM JUSTICE 51%
Publisher> THQ Issue> #31

HULK, THE 70%
Publisher> Vivendi Issue> #38

HUNTER WAYWARD: THE RECKONING 30%
Publisher> Vivendi Issue> #41

HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDITION 89%
Publisher> Capcom Issue> #46

ICO 85%
Publisher> SCEA Issue> #17

INDIANA JONES AND THE EMPEROR'S TOMB 80%
Publisher> Activision Issue> #39

INDYCAR SERIES 49%
Publisher> Codemasters Issue> #37

I-NINJA 85%
Publisher> SCEE Issue> #45

INTERNATIONAL CUE CLUB 56%
Publisher> Midas Issue> #24

ISLAND EXTREME STUNTS 65%
Publisher> SCEE Issue> #33

ISS3 74%
Publisher> Konami Issue> #34

ITALIAN JOB: LA HEIST, THE 51%
Publisher> Eidos Issue> #40

JADE COCOON 2 70%
Publisher> Ubisoft Issue> #22

JAK & DAXTER 85%
Publisher> Sony Issue> #18

JAK 2: RENEGADE 93%
Publisher> Sony Issue> #40
Vast, well-built and bursting with distractions. How can others compete?

JAMES BOND 007: EVERYTHING OR NOTHING 77%
Publisher> EA Issue> #46

JAMES BOND 007 IN AGENT UNDER FIRE 88%
Publisher> EA Issue> #17

JAMES BOND 007 IN ...NIGHTFIRE 78%
Publisher> EA Issue> #30

JET SKI RIDERS 38%
Publisher> Eidos Issue> #18

JONNY MOSELEY MAD TRIX 38%
Publisher> 3DO Issue> #20

JUDGE DREDD: DREDD VS DEATH 83%
Publisher> Vivendi Issue> #40

JUNGLE BOOK GROOVE PARTY 50%
Publisher> Ubisoft Issue> #10

JURASSIC PARK: OPERATION GENESIS 61%
Publisher> Vivendi Issue> #34

KATAMARI DAMASHII 83%
Publisher> Namco Issue> #49

KARAOKE STAGE 85%
Publisher> Konami Issue> #49

KENGO 60%
Publisher> Ubisoft Issue> #09

KELLY SLATER'S PRO SURFER 75%
Publisher> Activision Issue> #28

KESSEN 2 66%
Publisher> KOEI Issue> #20

KILLSWITCH 79%
Publisher> Sony Issue> #44

KING OF ROUTE 66 44%
Publisher> Sega Issue> #41

KINGDOM HEARTS 88%
Publisher> SCEE Issue> #29

KING'S FIELD: THE ANCIENT CITY 54%
Publisher> Metro3D Inc Issue> #24

KIONOA 2 73%
Publisher> Namco Issue> #10

KNOCKOUT KINGS 2001 79%
Publisher> EA Issue> #07

KNOCKOUT KINGS 2002 83%
Publisher> EA Issue> #21

KUJI KUJI: MIX 78%
Publisher> Empire Issue> #10

KYA: DARK LINEAGE 71%
Publisher> Atari Issue> #45

LA PUCELLE TACTICS 80%
Publisher> Mastiff Issue> #52

LEGAIA 2: DUEL SAGA 59%
Publisher> Eidos Issue> #28

LEGENDS OF WRESTLING 2 68%
Publisher> Acclaim Issue> #33

LEGION: LEGEND OF EXCALIBUR 70%
Publisher> Midway Issue> #27

LEGO RACERS 2 42%
Publisher> Lego Software Issue> #18

LE MANS 24 HOURS 75%
Publisher> Atari Issue> #12

LETHAL SKIES 63%
Publisher> THQ Issue> #27

LETHAL SKIES 2 68%
Publisher> Big Ben Issue> #48

LE TOUR DE FRANCE 75%
Publisher> Konami Issue> #23

LE TOUR DE FRANCE: CENTENARY EDITION 31%
Publisher> Konami Issue> #38

LMA MANAGER 2003 84%
Publisher> Codemasters Issue> #29

LMA MANAGER 2004 87%
Publisher> Codemasters Issue> #47

LONDON RACER: WORLD CHALLENGE 59%
Publisher> Davilex Issue> #40

LOONY TUNES SPACE RACE 65%
Publisher> Atari Issue> #19

LORD OF THE RINGS, THE: TWO TOWERS 76%
Publisher> EA Issue> #29

LOTUS CHALLENGE 60%
Publisher> Virgin Issue> #16

MACE GRIFFIN: BOUNTY HUNTER 79%
Publisher> Vivendi Issue> #38

MADDEN NFL 2004 87%
Publisher> EA Issue> #40

MAD MAESTROS 70%
Publisher> Eidos Issue> #22

MAFIA 71%
Publisher> Take Two Issue> #46

MAGIC 50%
Publisher> Evolved Games Issue> #51

MARK OF KRI, THE 74%
Publisher> SCEA Issue> #33

MARVEL VS CAPCOM 2 84%
Publisher> Capcom Issue> #29

MASHED 79%
Publisher> Empire Int. Issue> #51

MASTER RALLYE 55%
Publisher> Microids Issue> #24

MAXIMO 84%
Publisher> Konami Issue> #20

MAX PAYNE 82%
Publisher> Take 2 Issue> #19

MAX PAYNE 2: THE FALL OF MAX PAYNE 65%
Publisher> Rockstar Issue> #45

MEN'S ANIMAL FOOTBALL 79%
Publisher> Interplay Issue> #09

MEDAL OF HONOR: FRONTLINE 89%
Publisher> EA Issue> #23

MEN IN BLACK 2: ALIEN ESCAPE 42%
Publisher> Atari Issue> #26

METAL ARMS: GLITCH IN THE SYSTEM 87%
Publisher> Vivendi Issue> #41

METAL GEAR SOLID 2 96%
Publisher> Konami Issue> #17
Near perfectly balanced and worth every bit of the hype. An all-time classic.

METAL GEAR SOLID 2: SUBSTANCE 78%
Publisher> Konami Issue> #33

METAL SLUG 3 74%
Publisher> Playmore Issue> #39

MICRO MACHINES 59%
Publisher> Atari Issue> #30

MIDNIGHT CLUB 2 80%
Publisher> Rockstar Issue> #37

MIDWAY ARCADE TREASURES 48%
Publisher> Midway Issue> #45

MIKE TYSON HEAVYWEIGHT BOXING 61%
Publisher> Codemasters Issue> #23

MINORITY REPORT 60%
Publisher> Activision Issue> #31

MISSION IMPOSSIBLE: OPERATION SURMA 59%
Publisher> Atari Issue> #44

MONSTERS, INC 41%
Publisher> Sony Issue> #19

MORTAL KOMBAT: DEADLY ALLIANCE 85%
Publisher> Midway Issue> #33

MOTOGP2 74%
Publisher> SCEE Issue> #35

MOTOR MAYHEM 63%
Publisher> Atari Issue> #15

MR GOLF 56%
Publisher> Midas Games Issue> #34

MR MOSKEETO 52%
Publisher> Eidos Issue> #22

MTV MUSIC GENERATOR 83%
Publisher> Codemasters Issue> #50

MTV MUSIC GENERATOR 2 90%
Publisher> Codemasters Issue> #10
A musical pandora's box, offering professional results to everyone.

MTX MOTOTRAX 19%
Publisher> Activision Issue> #49

MUMMY RETURNS, THE 46%
Publisher> Vivendi Issue> #17

MUSIC 3000 41%
Publisher> Jester Interactive Issue> #35

MX 2002 78%
Publisher> THQ Issue> #14

MX RIDER 62%
Publisher> Atari Issue> #15

MX SUPERFLY 72%
Publisher> THQ Issue> #27

MX UNLEASHED 75%
Publisher> THQ Issue> #48

MYSTIC HEROES 67%
Publisher> Koei UK Issue> #34

NAVAL OPS: COMMANDER 68%
Publisher> Koei Issue> #52

NAVAL OPS: WARSHIP GUNNER 63%
Publisher> Koei Issue> #41

NBA 2K3 70%
Publisher> Atari Issue> #35

NBA JAM 77%
Publisher> AcclaimIssue> Issue> #42

NBA LIVE 2003 82%
Publisher> EA Issue> #31

NBA LIVE 2004 84%
Publisher> EA Issue> #42

NBA HOOPZ 70%
Publisher> Midway Issue> #07

NBA STREET VOL2 85%
Publisher> EA Issue> #35

NEED FOR SPEED 88%
Publisher> EA Issue> #28

NEXT GENERATION TENNIS 2003 55%
Publisher> Wanadoo Issue> #38

NFL 2K3 78%
Publisher> Atari Issue> #35

NFL STREET 64%
Publisher> EA Issue> #46

NHL 2003 69%
Publisher> EA Issue> #28

NHL HITZ 2003 80%
Publisher> Midway Issue> #28

NHL HITZ: PRO 80%
Publisher> Midway Issue> #42

NIGHTSHADE 73%
Publisher> Sega Issue> #46

NINJA ASSAULT 71%
Publisher> SCEE Issue> #27

NO ONE LIVES FOREVER 71%
Publisher> Vivendi Issue> #21

NY RACE 40%
Publisher> Wanadoo Issue> #17

ONI 62%
Publisher> Take 2 Issue> #07

ONIMUSHA 2 89%
Publisher> Capcom Issue> #27

ONIMUSHA 3 92%
Publisher> Capcom Issue> #50
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.

ONIMUSHA: BLADE WARRIORS 75%
Publisher> Capcom Issue> #45

OPERATION WINBACK 68%
Publisher> Koei Issue> #08

ORPHEN 56%
Publisher> Activision Issue> #04

PAC-MAN WORLD 2 75%
Publisher> SCEE Issue> #33

PARAPPA THE RAPPER 2 75%
Publisher> Sony Issue> #16

PARIS-DAKAR RALLY 60%
Publisher> Acclaim Issue> #15

PENNY RACERS 43%
Publisher> Midas Issue> #16

PERFECT ACE PRO TENNIS 38%
Publisher> Oxygen Int. Issue> #38

PETER PAN: LEGEND OF NEVERLAND 50%
Publisher> Sony Issue> #20

PITFALL: THE LOST EXPEDITION 72%
Publisher> Activision Issue> #47

PIGLET'S BIG GAME 60%
Publisher> Gotham Games Issue> #39

PIRATES: LEGEND OF BLACK KAT 38%
Publisher> EA Issue> #21

POLICE 24/7 49%
Publisher> Konami Issue> #19

POOL MASTER 45%
Publisher> Take 2 Issue> #05

TOCA RACE DRIVER 72%
Publisher> Awesome Studio Issue> #48

PORTAL RUNNER 55%
Publisher> 3DO Issue> #16

PREMIER MANAGER 80%
Publisher> Zoo Digital Issue> #31

PRIDE FC 75%
Publisher> THQ Issue> #34

PRIMAL 75%
Publisher> SCEE Issue> #33

PRISONER OF WAR 73%
Publisher> Codemasters Issue> #24

PRO EVOLUTION SOCCER 2 94%
Publisher> Konami Issue> #29
Konami's football hymnsheet will have have you singing with delight.

PRO EVOLUTION SOCCER 3 96%
Publisher> Konami Issue> #41
Refinement to the graphics and gameplay make this absolutely perfect.

PROJECT EDEN 86%
Publisher> Eidos Issue> #14

PROJECT ZERO 2: CRIMSON BUTTERFLY 82%
Publisher> Tecmo Issue> #45

PRO RALLY 2002 68%
Publisher> Ubisoft Issue> #22

PSI-OPS: THE MINDGATE CONSPIRACY 86%
Publisher> Midway Issue> #52

PTO IV 41%
Publisher> Koei Issue> #48

PUYO POP FEVER 85%
Publisher> Sega Issue> #46

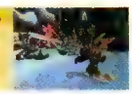
QUAKE 3 REVOLUTION 85%
Publisher> Bullfrog Issue> #08

RAINBOW SIX 3 77%
Publisher> Ubisoft Issue> #47

RALLY CHAMPIONSHIP 56%
Publisher> SCI Issue> #24

RALLY FUSION: RACE OF CHAMPIONS 68%
Publisher> Activision Issue> #29

RATCHET & CLANK 91%
Publisher> SCEE Issue> #29
A labour of love on every crafted level. Packing a ton of ingenious gadgets.



RATCHET & CLANK 2 85%
Publisher> SCEE Issue> #42

RAYMAN 48%
Publisher> Ubisoft Issue> #18

RAYMAN REVOLUTION 68%
Publisher> Ubisoft Issue> #05

RAYMAN 3: HOODLUM HAVOC 80%
Publisher> Ubisoft Issue> #34

RC REVENGE PRO 56%
Publisher> Acclaim Issue> #04

READY 2 RUMBLE: ROUND 2 82%
Publisher> Midway Issue> #04

RED CARD 80%
Publisher> Midway Issue> #23

RED DEAD REVOLVER 86%
Publisher> Rockstar Issue> #49

RED FACTION 88%
Publisher> THQ Issue> #11

RED FACTION 2 85%
Publisher> THQ Issue> #29

REIGN OF FIRE 72%
Publisher> Bam! Issue> #30

RESIDENT EVIL: CODE: VERONICA X 80%
Publisher> Capcom Issue> #13

RESIDENT EVIL: DEAD AIM 68%
Publisher> Capcom Issue> #37

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA 41%
Publisher> Capcom Issue> #20

RESIDENT EVIL OUTBREAK (IMPORT) 86%
Publisher> Capcom Issue> #45

RETURN TO CASTLE WOLFENSTEIN OPERATION RESURRECTION 80%
Publisher> Activision Issue> #38

REZ 66%
Publisher> Sony Issue> #18

RICHARD BURNS RALLY 66%
Publisher> SCi Issue> #51

RIDGE RACER 5 72%
Publisher> Namco Issue> #01

RIDING SPIRITS 46%
Publisher> Bam! Issue> #27

RIDING SPIRITS 2 48%
Publisher> Capcom Issue> #50

RING OF RED 74%
Publisher> Konami Issue> #10

RISE TO HONOUR 71%
Publisher> Sony Issue> #47

RISK 64%
Publisher> Atari Issue> #52

ROBOTECH: BATTLECRY 69%
Publisher> TDK Mediactive Issue> #30

ROBOT WARLORDS 46%
Publisher> Midas Issue> #08

ROBOT WARS: ARENAS OF DESTRUCTION 63%
Publisher> BBC Issue> #16

ROADKILL 72%
Publisher> Terminal Reality Issue> #44

ROCKY 84%
Publisher> Rage Issue> #29

ROGUE OPS 38%
Publisher> Kemco Issue> #45

ROLLERCOASTER WORLD 50%
Publisher> Midas Issue> #47

ROMANCE OF THE THREE KINGDOMS VIII 70%
Publisher> Koei Issue> #48

R: RACER EVOLUTION 37%
Publisher> Namco Issue> #45

RTX RED ROCK 55%
Publisher> LucasArts Issue> #38

RUGBY 2004 81%
Publisher> EA Issue> #40

RUMBLE RACING 78%
Publisher> EA Issue> #10

RUNE: VIKING WARLORD 56%
Publisher> Take 2 Issue> #13

RYGAR: THE LEGENDARY ADVENTURE 76%
Publisher> Tecmo Issue> #33

SAMURAI 78%
Publisher> Bam! Issue> #25

SAMURAI JACK: THE SHADOW OF AKU 59%
Publisher> Sega Issue> #51

SAMURAI WARRIORS 80%
Publisher> EA Issue> #52

SAVAGE SKIES 67%
Publisher> Big Ben Issue> #34

SCOOBY-DOO: NIGHT OF 100 FRIGHTS 64%
Publisher> THQ Issue> #25

SCOOBY DOO: MYSTERY MAYHEM 51%
Publisher> THQ Issue> #49

SCRABBLE 2003 EDITION 64%
Publisher> Ubisoft Issue> #40

SECRET WEAPONS OVER NORMANDY 76%
Publisher> LucasArts Issue> #45

SEEK & DESTROY 69%
Publisher> Play It Issue> #39

SEGA BASS FISHING DUEL 55%
Publisher> Acclaim Issue> #33

SERIOUS SAM: NEXT ENCOUNTER 74%
Publisher> Take Two Issue> #49

SHADOW HEARTS 60%
Publisher> Midway Issue> #21

SHADOW MAN: 2ECOND COMING 68%
Publisher> Acclaim Issue> #20

SHADOW OF MEMORIES 80%
Publisher> Konami Issue> #06

SHELLSHOCK: NAM '67 71%
Publisher > Eidos Issue> #51

SHIFTERS 40%
Publisher > 3DO Issue> #24

SHINOBI 75%
Publisher> EA Issue> #35

SHOX 61%
Publisher> EA Issue> #28

SHREK 2 78%
Publisher> Activision Issue> #51

SHREK SUPER PARTY 58%
Publisher> TDK Mediactive Issue> #33

SHOWDOWN: LEGENDS OF WRESTLING 72%
Publisher> Acclaim Issue> #50

SILENT HILL 2 88%
Publisher> Konami Issue> #15

SILENT HILL 3 87%
Publisher> Konami Issue> #36

SILENT HILL 4: THE ROOM 74%
Publisher> Konami Issue> #52

SILENT SCOPE 3 54%
Publisher> Konami Issue> #31

SILPHEED 51%
Publisher> Working Design Issue> #03

SIMPSONS HIT AND RUN 77%
Publisher> Vivendi Issue> #42

SIMPSONS ROAD RAGE, THE 76%
Publisher> EA Issue> #16

SIMS, THE 85%
Publisher> EA Issue> #31

SIMS: BUSTIN' OUT, THE 78%
Publisher> EA Issue> #44

SINGSTAR 90%
Publisher> SCEE Issue> #49
For people who don't like games. And for people who love games.

SKY ODYSSEY 79%
Publisher> SCEE Issue> #08

SLAM TENNIS 77%
Publisher> Atari Issue> #25

SLED STORM 76%
Publisher> EA Issue> #21

SLY RACCOON 80%
Publisher> SCEE Issue> #31

SMASH CARS 54%
Publisher> Metro 3D Issue> #39

SMASH COURT TENNIS: PRO TOURNAMENT 87%
Publisher> SCEE Issue> #23

SMASH COURT TENNIS: PRO TOURNAMENT 2 85%
Publisher> Sony Issue> #50

SMUGGLER'S RUN 75%
Publisher> Take 2 Issue> #03

SMUGGLER'S RUN 2: HOSTILE TERRITORY 77%
Publisher> Take 2 Issue> #17

SOCOM: US NAVY SEALS 82%
Publisher> SCEA Issue> #30

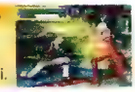
SOCOM 2: US NAVY SEALS 90%
Publisher> Sony Issue> #44
Immersive and dramatic – this game alone is worth hooking up to broadband.

SOLDIER OF FORTUNE: GOLD EDITION 64%
Publisher> Codemasters Issue> #23

SONIC HEROES 66%
Publisher> Sega Issue> #46

SOS: THE FINAL ESCAPE 81%
Publisher> Agetec Issue> #33

SOUL CALIBUR 2 93%
Publisher> Namco Issue> #40
The very best fighter money can buy. Comes complete with old man Heihachi.



SOUL REAVER 2 78%
Publisher> Eidos Issue> #17

SPAWN ARMAGEDDON 69%
Publisher> EA Issue> #47

SPEED KINGS 55%
Publisher> Acclaim Issue> #37

SPHINX AND THE CURSED MUMMY 64%
Publisher> THQ Issue> #46

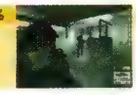
SPIDER-MAN: THE MOVIE 70%
Publisher> Activision Issue> #24

SPIDER-MAN 2 92%
Publisher> Activision Issue> #51
Best movie license ever. Best superhero game ever. Best *GTA* clone. Enough said.

SPLASHDOWN 72%
Publisher> Atari Issue> #16

SPLASHDOWN 2: RIDERS GONE WILD 75%
Publisher> THQ Issue> #40

SPLINTER CELL 91%
Publisher> Ubisoft Issue> #34
The ultimate 'boys with toys' action adventure that's full of surprises.

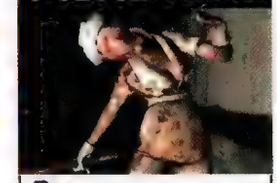


TOP FIVE

CHEAP TACTICS

1. GRABBING (SOUL CALIBUR 2)
2. NUDGING (MASHED)
3. HONDA'S SLAP (STREET FIGHTER 2)
4. HARD TACKLE (PRO EVO SOCCER 3)
5. REPORT ABUSE (SOCOM ONLINE)

MONSTERS



1. ZOMBIE NURSE (SILENT HILL 2)
2. HUNTER (RESIDENT EVIL OUTBREAK)
3. MAINLINER (THE SUFFERING)
4. NECRID (SOUL CALIBUR 2)
5. MARCELLUS (ONIMUSHA 3)

NASTY FOLK

1. SOLIDUS SNAKE (METAL GEAR 2)
2. LIONEL STARKWEATHER (MANHUNT)
3. NOBUNAGA ODA (ONIMUSHA)
4. SALVATORE LEONE (GTA3)
5. BARON PRAXUS (JAK 2)

WEAPONS

1. TENSO BLADES (ONIMUSHA 3)
2. SC-20K (SPLINTER CELL)
3. SOUL EDGE (SOUL CALIBUR 2)
4. VEGA'S CLAWS (STREET FIGHTER 2)
5. SAMURAI SWORD (VICE CITY)

BROWN ZONE

- 4X4 EVOLUTION 2 36%
- 18 WHEELER 36%
- AIR RANGER RESCUE HELICOPTER 24%
- ALPINE RACER 3 31%
- ARMY MEN: GREEN ROGUE 18%
- ATLANTIS 3: THE NEW WORLD 19%
- BUTT UGLY MARTIANS: ZOOM OR DOOM! 34%
- CATWOMAN 30%
- CAT IN THE HAT, THE 27%
- CHARLIE'S ANGELS 14%
- CRASHED 31%
- CURSE: EYE OF ISIS, THE 24%
- CYCLONE CIRCUS: POWER SAIL 19%
- DAVID BECKHAM SOCCER 24%
- DISNEY'S DINOSAUR 35%
- DNA: DARK NATIVE APOSTLE 37%
- DONALD DUCK: QUACK ATTACK 29%
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- EVIL TWIN: CYPRIEN'S CHRONICLES 30%
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- IRON ACES 2 17%
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- KNIGHT RIDER 27%
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- POLAROID PETE 35%
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- POWERPUFF GIRLS, THE 29%
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- RC SPORTS COPTER CHALLENGE 36%
- RUNABOUT 3 22%
- SCORPION KING, THE: RISE OF THE AKKADIAN 23%
- SEGA SOCCER SLAM 36%
- SEVEN SAMURAI 20XX 33%
- SHADOW OF ZORRO 35%
- SHAUN PALMER'S PRO SNOWBOARDER 35%
- SIMPSONS SKATEBOARDING, THE 09%
- SKY SURFER 29%
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- SUPERCAR STREET CHALLENGE 36%
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- TOP ANGLER 22%
- TWIN CALIBER 32%
- USA RACER 37%
- WARRIORS OF MIGHT & MAGIC 24%
- WDL WAR JETZ 29%
- WHIRL TOUR 34%

SPLINTER CELL: PANDORA TOMORROW 88%
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Publisher> Midway Issue> #14

SPY HUNTER 2 67%
Publisher> Midway Issue> #46

SPYRO: ENTER THE DRAGONFLY 68%
Publisher> Universal Issue> #30

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Publisher> EA Issue> #16
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.

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Publisher> EA Issue> #41
One of the few games to make you feel good about life. Responsive and thrilling.

STARSKY & HUTCH 77%
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STAR WARS: STARFIGHTER 85%
Publisher> Activision Issue> #09

STAR WARS: SUPER BOMBAD RACING 45%
Publisher> Activision Issue> #11

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SUM OF ALL FEARS, THE 57%
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SUPER BUST-A-MOVE 78%
Publisher> Acclaim Issue> #04

SUPERFARM 60%
Publisher> Ignition Issue> #42

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Publisher> Atari Issue> #29

SUPER TRUCKS 45%
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SWAT GLOBAL STRIKE TEAM 82%
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SX SUPERSTAR 53%
Publisher> Acclaim Issue> #38

SYPHON FILTER: THE OMEGA STRAIN 79%
Publisher> SCEA Issue> #50

TAK AND THE POWER OF JUJU 70%
Publisher> THQ Issue> #47

TAZ: WANTED 78%
Publisher> Atari Issue> #28

TD OVERDRIVE 64%
Publisher> Atari Issue> #23

TEENAGE MUTANT NINJA TURTLES 56%
Publisher> Konami Issue> #47

TEKKEN 4 90%
Publisher> SCEE Issue> #27
Way more of everything than the stopgap *Tournament* title. Brilliant.

TEKKEN TAG TOURNAMENT 87%
Publisher> SCEE Issue> #04

TENCHU: WRATH OF HEAVEN 70%
Publisher> Activision Issue> #34

TERMINATOR: DAWN OF FATE 49%
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TEST DRIVE: OFFROAD WIDE OPEN 44%
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THIS IS FOOTBALL 2003 74%
Publisher> Sony Issue> #28

THIS IS FOOTBALL 2004 73%
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THUNDERHAWK: OPERATION PHOENIX 79%
Publisher> Eidos Issue> #14

TIGER WOODS PGA TOUR 2004 81%
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TIME CRISIS 2 78%
Publisher> Sony Issue> #16

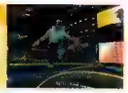
TIMESPLITTERS 2 95%
Publisher> Eidos Issue> #28
Stunning multiplayer action PLUS a massive, varied single-player mode too.

TOCA RACE DRIVER 82%
Publisher> Codemasters Issue> #26

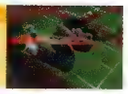
TOKYO ROAD RACE 45%
Publisher> Midas Issue> #36

TOMB RAIDER: THE ANGEL OF DARKNESS 58%
Publisher> Eidos Issue> #38

TONY HAWK'S PRO SKATER 3 96%
Publisher> Activision Issue> #17
A divinely-pitched challenge that'll keep you busy. Out now on Platinum.



TONY HAWK'S PRO SKATER 4 94%
Publisher> Activision Issue> #30
Despite not having the impact of *THPS3*, we suggest you get this version first.



TONY HAWK'S UNDERGROUND 92%
Publisher> Activision Issue> #42
Hardcore innovation meets cheesy execution. Tough, addictive and varied.

TOP GEAR DARE DEVIL 62%
Publisher> Planet Issue> #04

TOP GUN: COMBAT ZONE 67%
Publisher> Virgin Issue> #16

TOTAL IMMERSION RACING 74%
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TRANSFORMERS 84%
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TRANSWORLD SURF 72%
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TREASURE PLANET 75%
Publisher> Sony Issue> #29

TRIPLE: AERIAL ASSAULT 74%
Publisher> Vivendi Issue> #37

TRUE CRIME 74%
Publisher> Activision Issue> #43

TUROK EVOLUTION 73%
Publisher> Acclaim Issue> #27

TWISTED METAL: BLACK 80%
Publisher> Sony Issue> #13

TY THE TASMANIAN TIGER 50%
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UEFA CHALLENGE 56%
Publisher> Atari Issue> #12

UEFA CHAMPIONS LEAGUE 2001/02 48%
Publisher> Take Two Issue> #18

UEFA EURO 2004 70%
Publisher> EA Issue> #49

UFC: SUDDEN IMPACT 70%
Publisher> Take 2 Issue> #51

UFC: THROWDOWN 73%
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UNLIMITED SAGA 41%
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UNREAL TOURNAMENT 82%
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VICTORIOUS BOXERS 80%
Publisher> Empire Issue> #14

VIRTUA COP: ELITE EDITION 44%
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VIRTUA FIGHTER 4 EVOLUTION 87%
Publisher> Sega Issue> #36

VIRTUAL-ON: MARZ 56%
Publisher> Sega Issue> #39

VIRTUA TENNIS 2 88%
Publisher> Acclaim Issue> #30

V-RALLY 3 81%
Publisher> Atari Issue> #24

WACKY RACES 63%
Publisher> Atari Issue> #11

WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY 65%
Publisher> Activision Issue> #37

WALLACE AND GROMIT IN PROJECT ZOO 69%
Publisher> Bam! Issue> #41

WARHAMMER 40,000: FIRE WARRIOR 65%
Publisher> THQ Issue> #40

WAR OF THE MONSTERS 69%
Publisher> SCEE Issue> #34

WAY OF THE SAMURAI 80%
Publisher> Capcom Issue> #50

WDL THUNDER TANKS 69%
Publisher> 3DO Issue> #06

WEAKEST LINK, THE 60%
Publisher> Activision Issue> #16

WHIPLASH 72%
Publisher> Eidos Issue> #46

WHITEOUT 45%
Publisher> Konami Issue> #44

WHO WANTS TO BE A MILLIONAIRE 2 53%
Publisher> Eidos Issue> #17

WILD ARMS 3 71%
Publisher> Ubisoft Issue> #33

WILD WILD RACING 71%
Publisher> Rage Issue> #03

WINNING ELEVEN 7 INTERNATIONAL 89%
Publisher> Konami Issue> #50

WIPEOUT FUSION 71%
Publisher> Sony Issue> #19

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK 49%
Publisher> Cryo Issue> #30

WORLD CHAMPIONSHIP SNOOKER 2003 79%
Publisher> Codemasters Issue> #37

WORLD CHAMPIONSHIP SNOOKER 2004 80%
Publisher> Codemasters Issue> #51

WORLD RALLY CHAMPIONSHIP 2 85%
Publisher> SCEE Issue> #29

WORLD RALLY CHAMPIONSHIP 3 89%
Publisher> SCEE Issue> #42

WORLD CHAMPIONSHIP RUGBY 55%
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WORLD WAR ZERO: IRONSTORM 77%
Publisher> MC2 Issue> #48

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WORMS BLAST 57%
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Publisher> Activision Issue> #30

WWE CRUSH HOUR 49%
Publisher> THQ Issue> #37

WWE SMACKDOWN! SHUT YOUR MOUTH 82%
Publisher> THQ Issue> #29

WWF SMACKDOWN! JUST BRING IT 80%
Publisher> THQ Issue> #16

XGRA: EXTREME G 75%
Publisher> Acclaim Issue> #40

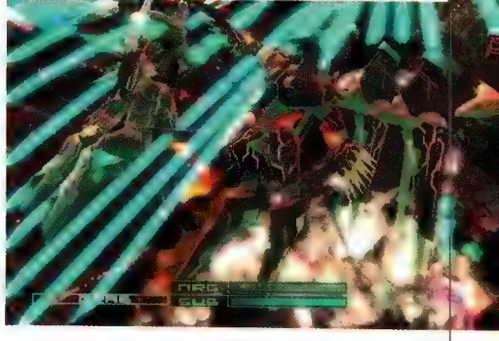
X-MEN: NEXT DIMENSION 67%
Publisher> Activision Issue> #31

X-MEN: WOLVERINE'S REVENGE 71%
Publisher> Activision Issue> #36

X SQUAD 59%
Publisher> EA Issue> #06

YU-GI-OH!: DUELLISTS OF THE ROSES 62%
Publisher> Konami Issue> #41

ZONE 2: THE 2ND RUNNER 73%
Publisher> Konami Issue> #35



THE UK'S FASTEST GROWING MODIFIED CAR MAG
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STUNNING SAXO
CIVIC LIGHTS, ONE-OFF BODY
THE UK'S FRESHEST SAXO
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Hot Cruiser Event
307, ICE Mini
Luci-Victoria
A modified Hyundai!
Civic, RX-8
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& much more...
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OUT NOW
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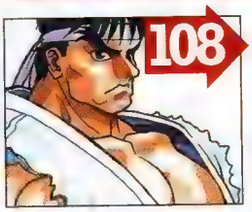
BALANCE BEAM EVENT GO TO THE MAIN MENU AND PRESS ↑, ⊗, ⊡, ⊙, ←, →, SELECT.

Pro

TRAINING YOU IN THE DARK ARTS OF PS2

100 LA PUCELLE TACTICS
We've come up with a few sneaky tricks for this Japanese RPG, including a less-than-honest way to level-up.

102 SPIDER-MAN 2
All Spidey's tricky side-missions blown wide open in this massive tippage section. Plus, we tell you how much each of the upgrades cost, and much more.

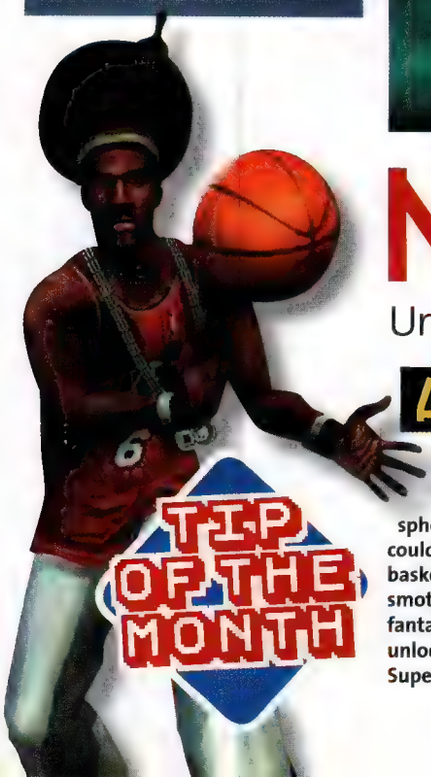


108 ULTRA DOJO
Are you great at games? Or have you just discovered a mad glitch in your favourite game. Send us a tape and get yourself in the mag and on DVD.

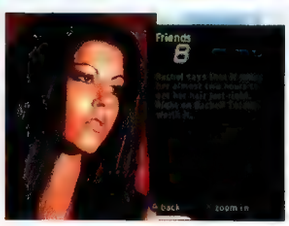
PSM2 TIPS PROMISE

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We're dedicated to making you better at games – and here's why:

- PSM2 is staffed by PS2 experts – years of gaming experience working for the world's best games magazines means we know PlayStation 2 inside out.
- PSM2 features more walkthroughs than any other magazine because our experts take every game apart level-by-level. We print ultra-detailed guides with quality screenshots that actually show what we're writing about, not two pages of 'try not to get shot' or 'use ⊡ to block' rubbish with shots of the CG intro.
- PSM2 is the only PS2 mag with a dedicated gamers' challenge arena – the Ultra Dojo. Bag prizes in our challenges and, if you can beat the hardcore tasks set by PSM2 team, star on our cover DVD.
- Because PSM2 is staffed by gamers just like you, you can be sure our tips are just that – straight-to-the-point, waffle-free game hints all written and double-checked by our crack team of experts.
- Whether it's the very latest Action Replay codes or answering your questions in Q&A, PSM2 covers the games that readers ask for, not just the big hits bought by 'casual gamers'. You get what you need month in, month out.
- PSM2 – playing PS2 longer, harder, faster!



NBA BALLERS



Unlock a heap of new ball-tossing superstars with these codes.

Ah, to be an orb-tossing baller. Living in plush mansions, wearing massive gold chains without looking like a fool and chucking spheres about for money. This could be the best arcade basketball game ever, so we've smothered you with these fantastic tips. You can even unlock bloated rapper MC Supernatural. Er... word?

PASSWORDS
Enter these badboys on the Phrase-ology screen:

KNICKER BOCKER PLEASE
Allan Houston Gear
KILLER CROSSOVER
Allen Iverson's Gear
THE ANSWER
Allan Iverson's Studio
ZO
Alonzo Mourning
RISING SUN
Amare Stoudamire
BALL HAWK
Antoine Walker's Gear
STYLIN & PROFILIN
Baron Davis
RADIO CONTROLLED CARS
Ben Wallace's Outfits
CELTICS DYNASTY
Bill Russell
TOWERS OF POWER
Bill Walton
NEW TO THE GAME
Carmelo Anthony's Gear
24 SECONDS
Chris Webber
CLYDE THE GLIDE
Clyde Drexler
NBA HANGTIME
Dajuan Wagner's Gear
NBA FASTBREAK
Darko Milicic's Gear
RIM WRECKER
Darryl Dawkins
IN THE PAINT
Dikembe Mutumbo

tips

DUNK FEST
Dominique Williams
BALLER UPRISING
Eddie Jones' Gear
REBOUND
Elton Brand
THE ICE MAN COMETH
George Gervin
TRUE BALLER
Isiah Thomas' Gear
BRING IT
Jalen Rose
PASS THE ROCK
Jason Kidd
BALL ABOVE BALL
Jason Terry's Gear
GIVE AND GO
Jason Williams
STOP DROP AND ROLL
Jerry Stackhouse's Gear
COURT VISION
John Stockton
ONE ON ONE
Julius Erving
ICE HOUSE
Karl Malone's Estate
TO THE HOLE
Kenyon Martin's Gear
BOSS HOSS
Kevin Garnett's Outfit
HOLLA BACK
Kevin McHale
JAPANESE STEAK
Kobe Bryant's Gear
EURO CRIB
Kobe Bryant's House
HOOSIER
Larry Bird
SPREE
Latrell Sprewell

LA PUCELLE TACTICS

Free Movement
Go to the battle map view. Switch out any item that is currently equipped with an item that increases your movement. Use your turn to move, then switch your items back to their original positions. You've cheated a bit there and moved more than you should be able to. Sexy.

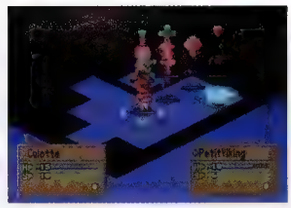
Cave Of Trials
Leave the main continent for the first time and then return to unlock a hidden cave that leads to the Cave Of Trials.

Dark Shrine 2
To get this successfully complete the Cave Of Trials, you evil cheating monkey.

Dark World items
Buy all the items from the item shop. The shop will be restocked with items from the Dark World.

Triple XP, Triple Money, or Triple Effect
Go to the Rosequeen Shop in Pot au Feu City then talk to the shop owner. This trick might require some patience, but is well worth it. Buy some Change-ups or any cheap item in the shop, then do the survey. Do any of the four questions and sell the item back. Keep doing this until the girl asks "If you had one wish, what would it be?". Once you have that, you can get any of the triple effects you want.

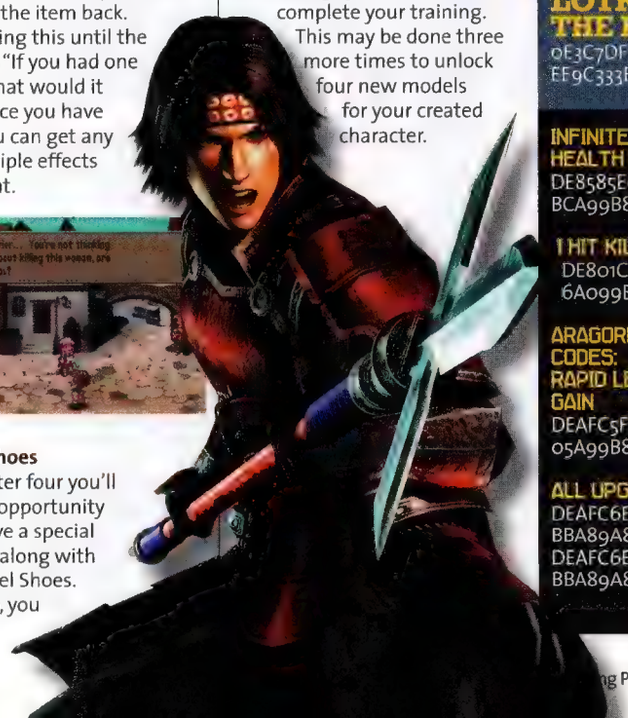
Angel Shoes
In Chapter four you'll get the opportunity to receive a special ending, along with the Angel Shoes. To do so, you must defeat the monster, rather than leading it to Mt. Tarte. First, catch a bear or two, as their Bear Bash skill is useful. Then level build. If needed, go to the Dark World and level build until you are about level 20 with your entire team. If you still cannot defeat the monster, continue to level build. This can take some time, but is worth it. The Angel Shoes add three to your movement, 200 to speed, and 80 to defense, as well as increasing your speed attribute by three. Handy.



SAMURAI WARRIORS

Alternate Costumes
Successfully complete Story (Musou) mode with any of the characters, then highlight that person at the character selection screen and press the ◎ button. Get a 100% completion with all 15 default characters and get a created character. Then, choose the alternate costume for your character, and all your opponents will also wear their alternate costumes.

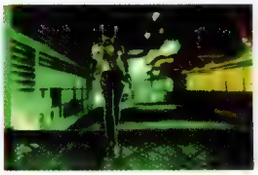
To unlock four more models for a created character, train a new general and get any weapon to an attack rating of 55 by the fourth month. Defeat the Strike Ninja that appears to challenge your school, then complete your training. This may be done three more times to unlock four new models for your created character.



CATWOMAN

Lovely Halle Berry. She's lovely. Just *lovely*.

We might have mentioned this, but Halle Berry is lovely. Sadly, the game of her latest film is rather less than lovely. As is, come to think of it, the film itself. But no matter! For the beautiful Berry transcends all such disappointments and her loveliness will live forever. But back to the game. If you can't be arsed to play it to open all the galleries up, simply enter 1940 as a Vault code. Job done.



ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

LEGACY OF KAIN: DEFIANCE (M)

0E3C7DF2 1853E59E
EE99016E BCCE90F6

SHIFT REALM ANYWHERE
DE9F2F5E
E0AB9B84

INVINCIBLE
FEAB4E24
BCA99B93

HYPERMODE
FEAB4E22
BCA99B87

MOON JUMP
DE88C736
F8AADD03
DE88C732
002A9B83

BIG WEAPONS
DE95FCBE
FB699B83

GIANT WEAPONS
DE95FCBE
FCA99B83

MONSTROUS WEAPONS
DE95FCBE
FCE99B83

INFINITE CHARGE USE
DE9EBDBA
E0AB9A82

MAX HEALTH
DE9B1022
E0AC9B87
DE9B1036
60EC9E27

MAX MANA
DE9B1C96
E0AA9B8B
DE9B1CAE
BCEAABA4
DE9B1C9A
600A9E3D

ALL ABILITIES AVAILABLE
DE9B0D46
E0AB9A82
DE9B0D42
682B9B2

INFINITE MANA
DE9EB2B6
A2AAA05B

TINY CHARACTER
DE6C8CBE
FBE99B83
DE6C8CBA
FBE99B83
DE6C8C46
FBE99B83

BIG CHARACTER
DE6C8CBE
FB699B83
DE6C8CBA
FB699B83
DE6C8C46
FB699B83

LOTR: RETURN OF THE KING (M)

0E3C7DF2 1853E59E
EF9C333E BCA99C80

INFINITE HEALTH
DE8585E6
BCA99B83

1 HIT KILLS
DE801CAE
6A099B13

ARAGORN CODES: RAPID LEVEL GAIN
DEAFC5FE
05A99B83

ALL UPGRADES
DEAFC6E2
BBA89A82
DEAFC6EE
BBA89A82

ALL LEVELS AVAILABLE
DEAFC6DA
BCA99A82
DEAFC6E6
BCA99A82

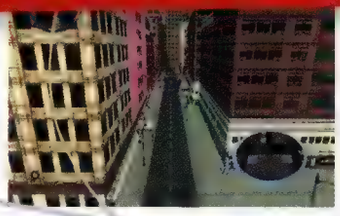
LEGOLAS CODES: RAPID LEVEL GAIN
DEAFC5B2
05A99B83

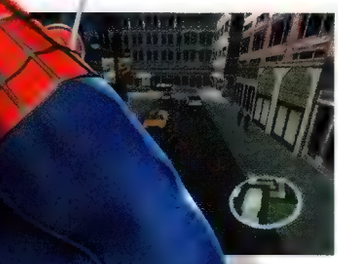
ALL UPGRADES
DEAFC5A6
BBA89A82
DEAFC5A2
BBA89A82

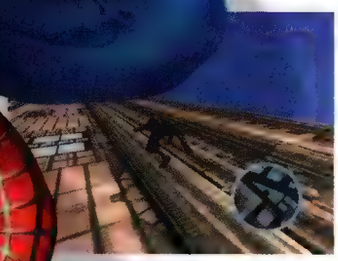
"SQUEEZE EVERY LAST DROP OF GOODNESS FROM THE BEST SUPERHERO GAME EVER"

SPIDER-MAN 2

Last month we showed you how to do Spidey's hardest bits. This month we have a smattering of tip-top tippery to help you out without the rest of the game. Enjoy!







LOCOMOTION UPGRADES

WALL SPRINT DURATION
Costs: 1000 (level 1), 15,000 (level 2)
Available from Chapter 7

WEB ZIP
Costs: 10,000
Available from Chapter 3

SLINGSHOT JUMP
Costs: 6000
Available from Chapter 3

AIR TRICK: INVERTED WIDOW
Costs: 250
Available from Chapter 4

AIR TRICK: DADDY LONG LEGS
Costs: 250
Available from Chapter 8

AIR TRICK: THE SPINNARET
Costs: 500
Available from Chapter 10

AIR TRICK: THE ROLLING REPORTER
Costs: 1000
Available from Chapter 12

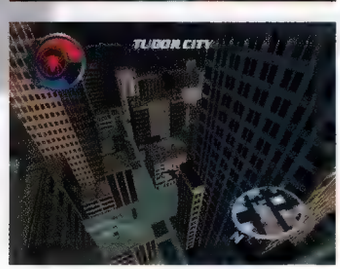
AIR TRICK: WEBTASTIC 360
Costs: 1000
Available from Chapter 14

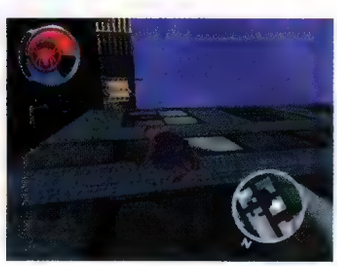
AIR TRICK: THE POISON PIKE
Costs: 2000
Available from Chapter 15

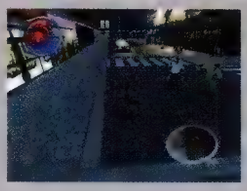
AIR TRICK: SUPER FLY SPIDER GUY
Costs: 250

AIR TRICK: WEB FREAK TANGO
Costs: 250
Available from Chapter 8

AIR TRICK: MANHATTAN WEB ROLL
Costs: 500
Available from Chapter 10







COMBAT UPGRADES

GRAPPLE
Costs: 750
Available from Chapter 3

AIR JUMP-OFF KICK
Costs: 1000
Available from Chapter 4

CANNONBALL KICK
Costs: 500
Available from Chapter 4

MULTI-WEB TIE UPGRADES
Costs: 1500 (Level 1), 2000 (Level 2), 2000 (Level 3)
Available from Chapter 4 (Chapters 7 and 9 for level 2 and 3)

AIR COMBO UPGRADES
Costs: 1000 (Level 3), 2000 (Level 4)
Available from Chapter 4 (Chapter 5 for level 4)

RISING KNEE KICK
Costs: 1000
Available from Chapter 5

YANK BEHIND
Costs: 500
Available from Chapter 5

EARTH-BREAKER PUNCH
Costs: 1250
Available from Chapter 5

LAUNCH KICK
Costs: 750
Available from Chapter 5

DIZZY STRIKE
Costs: 1000
Available from Chapter 6

THE HERO PUNCH
Costs: 1250
Available from Chapter 7

INTERCEPTOR KICK
Costs: 1000
Available from Chapter 8

MULTI-WEB HAMMER
Costs: 1500
Available from Chapter 9

JAW LAUNCHER
Costs: 1000
Available from Chapter 9

AIR PILEDRIVER
Costs: 1250
Available from Chapter 9

DOUBLE HEEL KICK
Costs: 1000
Available From Chapter 10

STAIR STEP KICKS COMBO
Costs: 1250
Available from Chapter 10

WHIRLWIND KICK
Costs: 3000
Availability from Chapter 10

AIR WEB SLAM
Costs: 1500
Available from Chapter 10

WEB HANGER
Costs: 2500
Available from Chapter 11

SUPER WEB
Costs: 2500
Available from Chapter 11

RISING SHOULDER CHARGE
Costs: 2500
Available from Chapter 13

SPIDER MISSILE
Costs: 1500
Available from Chapter 13

PHOTO MISSIONS

Go see Robbie Robertson at the Daily Bugle and he'll give you these photo missions, which entail swinging to a certain area and collecting photo tokens, by way of photographing an area.

PHOTO MISSION 1
750 Hero points
Time Limit: 2:30
5 photos required
Destination: Art gallery
The tokens are on the street and above nearby buildings.

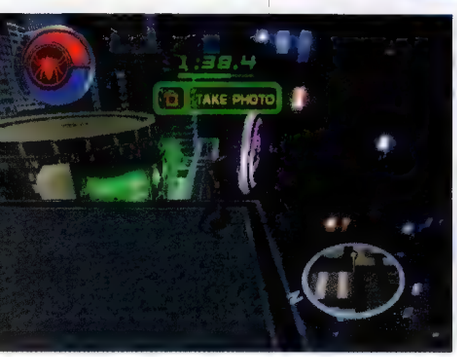
PHOTO MISSION 2
1000 Hero points
Time Limit: 2:20
6 photos required
Destination: Sports arena
Most of the tokens are elevated on nearby buildings for aerial shots of the arena.

PHOTO MISSION 3
1250 Hero points
Time Limit: 2:35
7 photos required
Destination: Library
Swinging around the library is far quicker than trying to run over the top of it.

PHOTO MISSION 4
1500 Hero points
Time limit: 3:50
9 photos required
Destination: Construction site
The tokens are all over the shop here, so be sure to hunt around, including inside the lift shaft.

PHOTO MISSION 5
1750 Hero points
Time limit: 4:40
10 photos required
Destination: Financial district
Some of the tokens are laid out over the roofs of several skyscrapers, while the rest are bunched fairly close together.

PHOTO MISSION 6
2000 Hero points
Time limit: 4:14
11 photos required
Destination: Central Park
You'll need to swing from the trees to get through Central Park at speed, but some of the tokens are atop nearby buildings too.



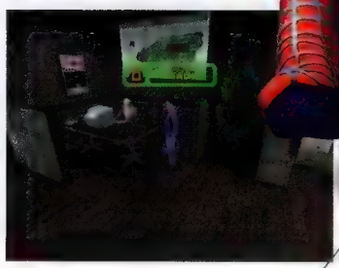
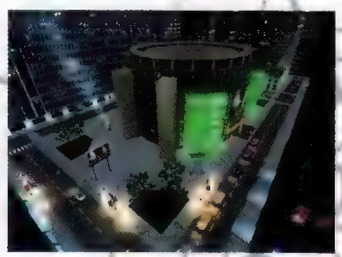


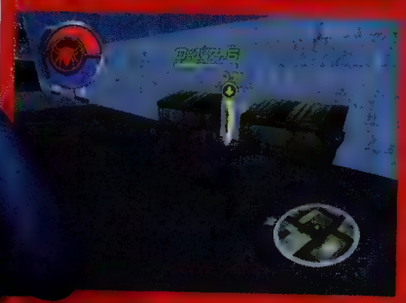
PHOTO MISSION 7
2250 Hero points
Time limit: 4:20
12 photos required
Destination: Midtown
More skyscraper madness in midtown, the highest being atop the spire of the tallest building.

PHOTO MISSION 8
2500 Hero points
Time limit: 4:25
13 photos required
Destination: Queensboro Bridge.
If you fall in the water once it's all over, and in this mission you have to take pictures from both above and below the bridge.

PHOTO MISSION 9
2750 Hero points
Time limit: 4:20
14 photos required
Destination: Train tracks
The main challenge here is trying not to fall from the train tracks all the way down to street level.

PHOTO MISSION 10
3000 Hero points
Time limit: 4:10
15 photos required
Destination: Queensboro Bridge.
Get under the bridge to grab the annoying buoy-mounted tokens.





MARY JANE MISSIONS

Once you've been to Mary Jane's apartment for the first time you can return at any time to accept Mary Jane Missions. You'll have to find a 'Change' icon in each mission to successfully complete it.

MARY JANE MISSION 1
600 Hero points
Time limit: 0:40
The Change icon is behind the theatre.

MARY JANE MISSION 2
800 Hero points
Time limit: 0:50
Simply go east from Mary Jane's apartment. The restaurant is almost in a direct line from Mary Janes digs.

MARY JANE MISSION 3
1000 Hero points
Time limit: 0:35
While the boutique is at ground level the Change icon is on a nearby roof.

MARY JANE MISSION 4
1200 Hero points
Time limit: 0:35
The Change icon is in an alley. Otherwise simply go directly there.

MARY JANE MISSION 5
1400 Hero points
Time limit: 1:05
Go towards the Lower West Side and in particular the small park there. There's an alley nearby to the park with the Change icon.

MARY JANE MISSION 6
1600 Hero points
Time limit: 1:02
The museum is dead easy to find, being on the east side of Central Park. You'll need the level 4 swing upgrade to do this one though, which you can only get by beating Chapter 5. Then accessing a whopping 10000 Hero points.

AWARDS

AWARD	HOW YOU GET IT	HERO POINTS
Employee of the month	All Pizza Deliveries	50
Shutterbug	**All Photo Missions**	**250**
Knowledge Seeker	All Hint icons	250
Silver Medallist	**Beat all challenges**	**2000**
Gold Medallist	Beat all challenge Mega Times	5000
Drenched Explorer	**All Buoy Tokens**	**500**
Watchful Explorer	All Secret Tokens	2000
Towering Explorer	**All Skyscraper Tokens**	**500**
Vigilant Explorer	All Hideout Tokens	1000
Master Explorer	**All Exploration Token**	**2000**
Friend To Children	Rescue 25 balloons	250
Peace Maker	**Prevent 25 gang wars**	**250**
Bane of Petty Thieves	Prevent 25 purse snatches	250
Thug Mugger	**Prevent 25 muggings**	**250**
Watch Dog	Prevent 25 break-ins	250
Anger Manager	**Stop 25 road rages**	**250**
Stick-Up Artist	Stop 25 robberies	250
Party Crasher	**Stop 25 Battles Royal**	**250**
Lifter of Spirits	Rescue 25 hanging workmen	250
Sucker	**Stop 25 ambushes**	**250**
Automobile Avenger	Stop 25 car-jackings	50
Life Preserver	**Rescue all civilians from 25 sinking boats**	**250**
Human Ambulance	Get 25 injured civilians to hospital	250
Honorary Deputy	**Complete 25 officer assists**	**250**
Crime Stopper	Stop 250 petty crimes	250
Good Samaritan	**Help 250 citizens in distress**	**250**
Champ	Defeat 200 enemies	250
Mega Champ	**Defeat 500 enemies**	**250**
Big Game Hunter	Beat Rhino	250
Alien Buster	**Beat Mysterio**	**250**
Shock Absorber	Beat Shocker	250
Tentacle Wrangler	**Beat Doc Ock**	**250**
Speed Freak	Get Max Swing Speed	250
Lover Not A Fighter	**Complete all Mary Jane missions**	**250**
Hero In Training	Get 15,000 Hero Points	250
Hero	**Get 45,000 Hero Points**	**250**
Super Hero	Get 100,000 Hero Points	250
Mega Hero	**Get 200,000 Hero Points**	**50**
Game Master	Complete everything in the game	250

PIZZA MISSIONS

In Chapter 3 you'll have to go to the pizza parlour for your job. After that, returning to the pizza parlour will allow you to do pizza missions. Note that you're not allowed to 'jostle' the pizzas too much – three times is your limit – and you also need to return your bag to pizza tyrant Mr. Aziz before the timer runs out too.

PIZZA MISSION 1
1 pizza
250 Hero points
Time limit: 2:00
Dead easy, this – straight ahead and don't drop the pizzas.

PIZZA MISSION 2
2 pizzas
300 Hero Points
Time limit: 1:50
Go along the waterside the to the right after you've delivered the first pizza and drop off the second.

PIZZA MISSION 3
2 pizzas
350 Hero Points
Time limit: 1:20
Swing east, young man, and you should have no troubles.

PIZZA MISSION 4
2 pizzas
400 Hero points
Time limit: 1:25
You'll probably find it easier to drop the furthest pizza off first then head back to deliver the nearer one.

PIZZA MISSION 5
2 pizzas
450 Hero points
Time limit: 2:20
It's back along the river and then over to Central Park.

PIZZA MISSION 6
3 pizzas
500 Hero points
Time limit: 1:40
You've got three pizzas to drop off for the first time. Go north via the comic shop (marked on your map).

PIZZA MISSION 7
3 pizzas
550 Hero points
Time limit: 1:45
The trickiest bit here is finding one of the customers. Find the U-shaped building – he's in the middle of that.

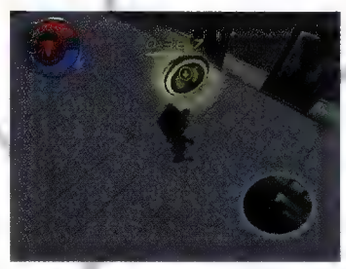
PIZZA MISSION 8
3 pizzas
600 Hero points
Time limit: 1:25
One of the deliveries has to be made to some scaffolding. How'd they expect a pizza boy to get up there?

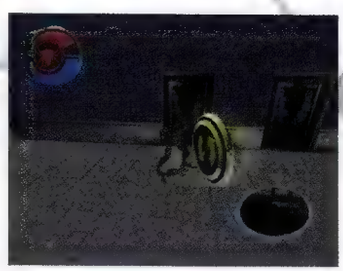
PIZZA MISSION 9
3 pizzas
650 Hero points
Time limit: 1:45
More window cleaners, here, for both the first and second deliveries.

PIZZA MISSION 10
4 pizzas
700 Hero points
Time limit: 1:25
Two customers on the scaffolding, and two more on the ground.

PIZZA MISSION 11
4 pizzas
750 Hero points
Time limit: 1:55
Swing along beside the waterfront.

PIZZA MISSION 12
4 pizzas
800 Hero points
Time limit: 1:40
The best way to do this is go to the boat, then the hospital, then more window cleaners, and finally the chap on the roof. Odd.





PIZZA MISSION 13
4 pizzas
850 Hero points
Time limit: 2:00
Again, do the window cleaners first and then do the street-level customers last. Easy money.

PIZZA MISSION 14
4 pizzas
900 Hero points
Time limit: 1:55
Go south for the first customers, then east, then do the scaffold-balancing chap last.

PIZZA MISSION 15
4 pizzas
950 Hero points
Time limit: 1:55
There's a customer out on the pier near the Chelsea Centre here.

PIZZA MISSION 16
5 pizzas
1000 Hero points
Time limit: 2:20
Once again you'll need to head to the Chelsea Centre, and then to the Sports Arena where you fought Quentin Beck next.

PIZZA MISSION 17
5 pizzas
1050 Hero points
Time limit: 2:05
Go east after the first customer, then north for the window cleaner.

PIZZA MISSION 18
5 pizzas
1100 Hero points
Time limit: 1:45
Things are getting quite tortuous now, with the final two customers being the trickiest ones of all. You can swing through an alley to get to the penultimate one, but you'll have to go over the top of the hospital to get to the last one.

PIZZA MISSION 19
6 pizzas
1150 Hero points
Time limit: 3:00
This is getting silly, with a plethora of customers atop skyscrapers. Leave the chap in Central Park until last.

PIZZA MISSION 20
6 pizzas
1200 Hero points
Time limit: 2:25
Hit the buoy first, then the fire escape to the south. The final two customers are both on tall buildings.

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

FIVE ESSENTIAL SPIDER-POINTS

1. **While swinging, hitting R2 again fires another web line, enabling you to hang in mid-air, a web line from each hand. Nice that, but it only really comes in useful once you've bought the Slingshot Jump upgrade, which enables you to... er, slingshot yourself forward using both lines.**
3. You probably know that you can swing around a pole or lamppost with a web line, but you can do it with your humble hands to. Simply press ◎ when close enough.
3. **The web zip is incredibly simple – it's one of the first upgrades you can buy – but it's also immensely useful. Get a good rhythm going and you can zip along pretty much in a straight line without losing too much height. Great for zipping over roof tops.**
4. This might sound obvious, but when swinging, your webs stick to the sides of buildings, meaning you're slightly angled. Take notice of this as you can use it to swing gracefully around right-angled corners. It's also dead helpful for gaining height around skyscrapers as you can swing around and up.
5. **You don't have to swing all the time. Giving yourself time to freefall means you can take your time to snag a better swing-point – and it's easy in some areas to simply travel by charging jumps and going from roof top to roof top. This last tip is especially useful for some of the Black Cat races.**

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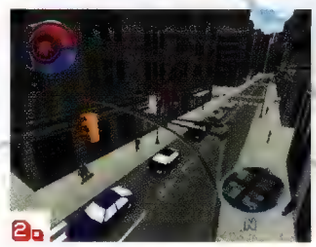
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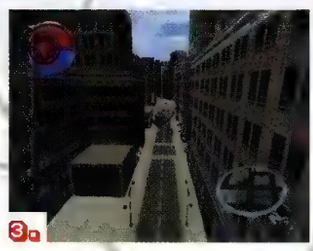
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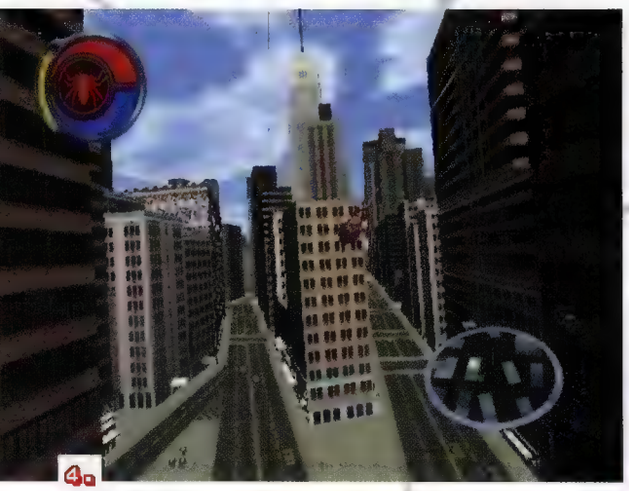
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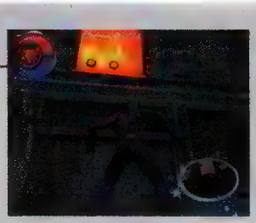
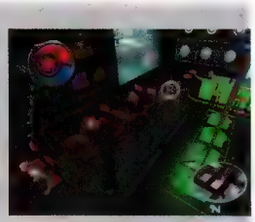
5.

HIDEOUT TOKENS

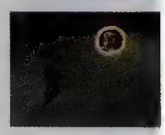
There are literally hundreds of different tokens to find in *Spider-Man 2*, from the Challenge tokens to Skyscraper tokens to Exploration tokens and more. Here's where all the Hideout tokens are. Most of the time there'll be a bunch of goons inside that you'll have to fight before you can snaffle the 250 Hero points that each token is worth. But nobody ever said the life a of super-deformed super hero would be easy. So, just dive in and dish out Spidey justice before nabbing the token.

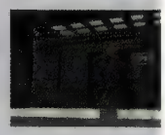
1. Gym / Financial District
2. Bar / Financial District
3. Bar / Financial District
4. Warehouse / Tribeca
5. Basement / Tribeca
6. Disco / Lower East Side
7. Gym / Lower East Side
8. Bar / Lower East Side
9. Disco / Lower East Side
10. Disco / West Village
11. Empty flat / Greenwich Village
12. Empty flat / Greenwich Village
13. Bar / Flat Iron
14. Warehouse / Chelsea
15. Basement / Flat Iron
16. Bar / Gramercy
17. Bar / Gramercy
18. Restaurant / Tudor City
19. Bar / Midtown
20. Warehouse / Tudor City





21. Empty building / Roosevelt Island
22. Bar / Roosevelt Island
23. Restaurant / Upper East Side
24. Disco / Upper East Side
25. Bar / Lower West Side
26. Gym / Upper West Side
27. Club / Upper West Side
28. Bar / Upper West Side
29. Restaurant / Upper West Side
30. Bar / Morningside
31. Restaurant / Morningside
32. Gym / Morningside
33. Warehouse / Harlem
34. Restaurant / Harlem
35. Empty flat / Manhattan Village
36. Bowling Alley / El Barrio
37. Gym / El Barrio





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THE NO.1 PS2 TIPS AND CHEATS MAGAZINE

ULTRA DOJO

Welcome to the Dojo, young grasshopper, a mystical meeting point where expert gamers share their dark gaming secrets, ridicule plucky challengers and stake their claim in history. Are YOU up to the test?

HOW IT WORKS:

These pages are for people who *love games to death*. The type of people who pore over manuals, learn lists of arcane rules and techniques by heart, strive for the top score on every track in every game and play until their fingers smoke. Haven't got the time? Don't fret. We're also looking for people who've played a game for hours, days or months – who might not have been arsed to master Secret Level X or found the 300 Magical Lead Hats – but who discovered some whacky/odd/secret/mental gameplay quirk that they want to share with the world. Piling up bodies in *Hitman: Contracts*, wobbly physics in *Driv3r*, a pedestrian in *GTA3* who looks like Noel Edmonds... that sort of thing. So if you think you've got what it takes, send us the evidence. Your chosen game can be as old as you like (but we do like a smattering of new titles) and no particular genre is frowned upon. So send us your tapes, Dojo hopefuls. Good luck...

ULTRA DOJO NEWS UPDATE

Firstly, thanks to everyone who's been sending in entries – you make this page what it is. We've had a nice variation of games, but we want more! Specifically, we'd like more *Singstar*, *Hitman: Contracts*, *Fight Night 2004*, *Driv3r* and *Splinter Cell*. Also, if you're going to send in *PES* goals, make sure they're *spectacular*.

DEFINING MOMENT OF THE MONTH!

SPLINTER CEL: PANDORA TOMORROW

from Daniel Constable

Daniel has rushed through *Pandora Tomorrow*'s Subway level, killing absolutely no one. Now that's a slippery customer.

Creeping through the dank subway is made a tad easier when Daniel shoots out the oil lamps around the first guard. Then, when the hapless fool comes to investigate, he's taken out. He then makes his way through the train, avoiding light and luring guards. Like any good stealther should, really.

As the level goes on, the boy Constable's restrain never wanes and he finishes the level in a solid 25 minutes. Not the best time, but he did it with style.

READER THROWDOWNS!

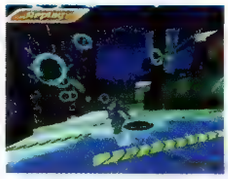
Unbeatable at games? Put YOUR high scores to the test in PSM2.

GTA: VICE CITY "PCJ Playground"

by Paul 'Piffle' Fitzpatrick
Time: 47 seconds

What I Did: Mashed up one of the game's hardest, most infuriating missions.
Tricks? Just keep your wits about you. Avoid the trucks that pull in, hit the jumps straight and keep your balance at all times. Simple.

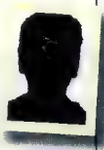
Also kicking ass...
Daniel Heppus
Colin Smithers
James Denton ... 58 seconds



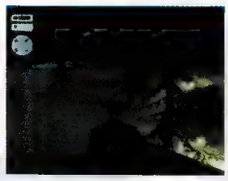
SSX TRICKY "Tokyo Megaplex"

by Jack 'Cherry' Fanning
Time: 0:23:59

What I Did: Cruised down the toughest track in *SSX Tricky*.
Tricks? The key is to avoid the many dangers that litter the track. Watch out for the pinball bouncers that pop up as you approach them. It's all about the timing, y'see?



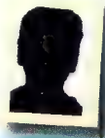
Also kicking ass...
Tim Mayor



HITMAN 2

by Gavin 'Pops' McIntyre
Time: 2:45 Rating: SA

What I Did: I don't revel in the killing – I just do it for a living. A very warped living. Anyway, I pasted this tough level double-quick.
Tricks? To prepare, I watched Leon 10,000 times. Then I learned the level, and bada-bing.



Also kicking ass...

AGGRESSIVE INLINE

by Matt 'Arrr!' Blackbeard
Combo: 199 tricks

What I Did: Dug out the ancient, but excellent, *Aggressive Inline* and racked up this serious combo.
Tricks? It was all about the wallrides, baby. Keep sliding across the walls in a tube-like room and you'll be scoring like a mo'fo'.

Also kicking ass...

BURNOUT 2 "Ocean Sprint"

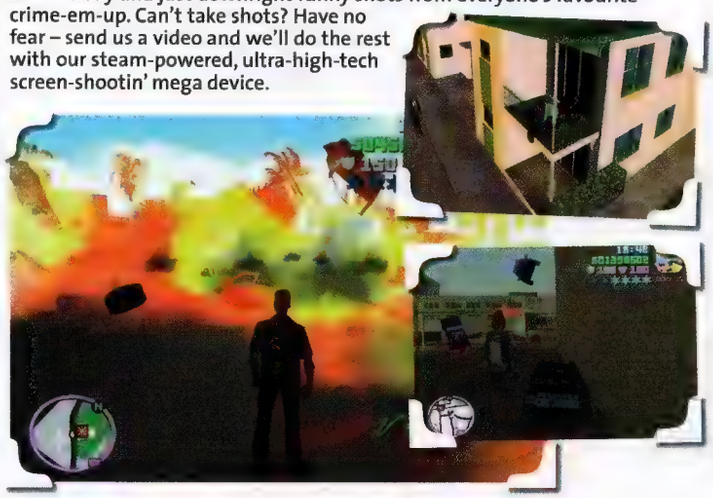
by Amanda 'Buns' Offord
Time: 1:44'699

What I Did: Screamed down the oceanside in my mega yellow motor. Oooh, yes.
Tricks? Drifting, near-misses, burning out at the proper time – all ingredients that made up my insane victory. I really am unbeatable.

Also kicking ass...
Robert Tidd ... 2:59'112

POSTCARDS FROM... GTA: VICE CITY

Vice City is a beautiful game, and in light of this we want your lush, crazy and just downright funny shots from everyone's favourite crime-em-up. Can't take shots? Have no fear – send us a video and we'll do the rest with our steam-powered, ultra-high-tech screen-shootin' mega device.



LOOK-A-LIKES

We want your suggestions, photos and created characters – does your dog bear an uncanny resemblance to Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

John Vattic
Telekinetic Scientist

Jorin Sievers
Production Maestro

by Ross Harford of Clinton Vale
"Without the bandages and scars, it's him..."

INSANE CHALLENGE OF THE MONTH

We make you do fiendish things in games. For kicks.

Every month the PSM2 team challenges you to beat their craziest high scores, or top a feat of gaming madness. We'll print the best entries the month after, with exceptional achievements – or just plain silliness – appearing on the DVD. Get gaming!

THIS MONTH MASHED

Been getting *Mashed* with your mates? Then send us footage of your craziest match-ups. Show us your dirty tricks, cheats and sneaky manoeuvres and we'll feature them on the DVD. You could also send footage of you kicking the computer's ass in single-player. Whatever the case, we want your *Mashed* footage. Go forth!

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2 into your video's SCART socket and record you playing a game on the tape.

Put the tape, pic of yourself and the form just there into an envelope and post it to us.

PSM2, ULTRA DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
Thank God all those big scary tables have gone! I'm brilliant at games and want to show you what I can do.

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STOP PRESS: FIRST TRAILER OF GTA: SAN ANDREAS IN ACTION ON NEXT MONTH'S DVD! DON'T MISS IT! ALL NEXT ISSUE!

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

STAR WARS: BATTLEFRONT

Yep, we've got the review of Lucasarts new Star Wars shooter. Love it or hate it, you know there's going to be bloody Ewoks in it.

COLIN MCRAE RALLY 2005

We put the scottish mud-bunny's latest gravel-flinging speed-fest to the test. Prepare for mud, snow, rain, sun and plenty of sideways driving action.

BURNOUT 3: TAKEDOWN

For the last two months now we've said we'd be reviewing this bullet-fast racer. But this time we really mean it. And that's a promise. Really.

You want more?! Of course we've got more! Expect reviews of *TOCA Race Driver 2* and *Def Jam: Fight for NY*, plus loads more of the latest info on *Gran Turismo 4*, *Killzone* and *PSP*.

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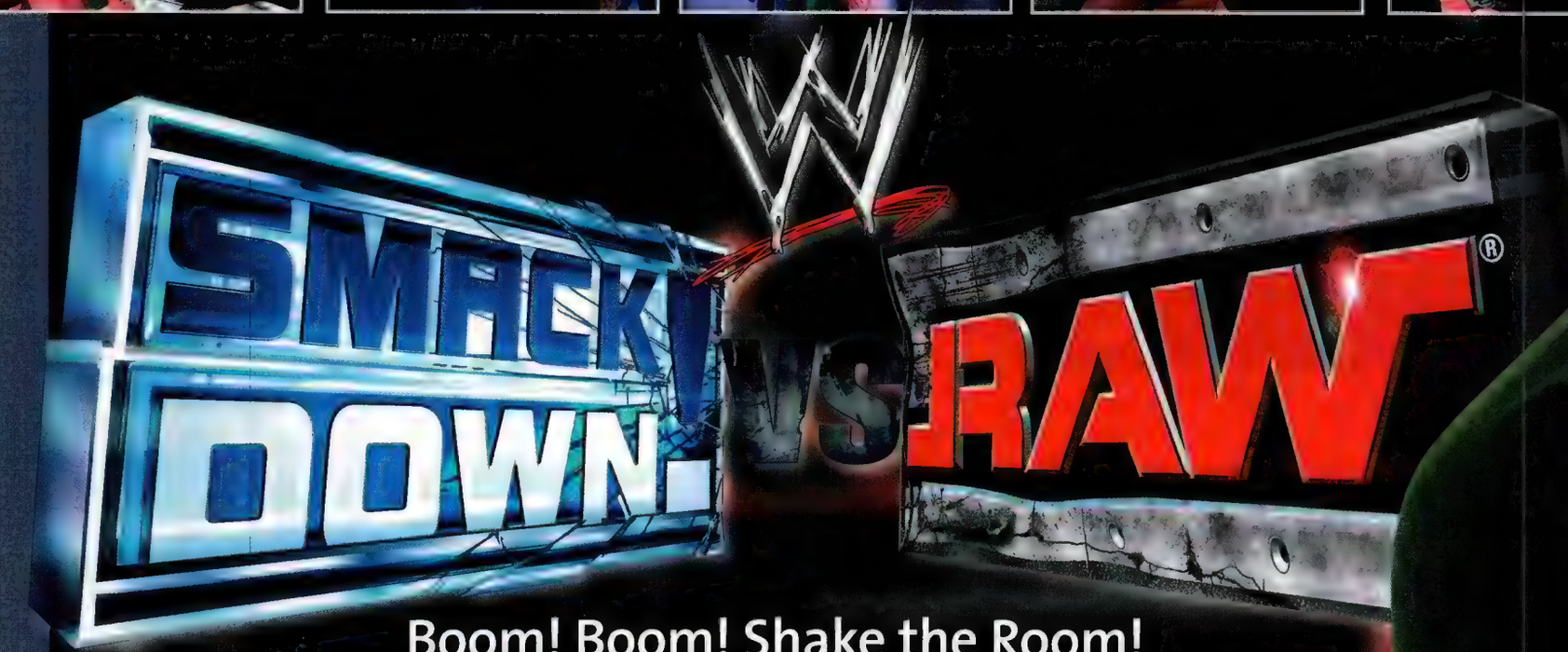

Boom! Boom! Shake the Room!
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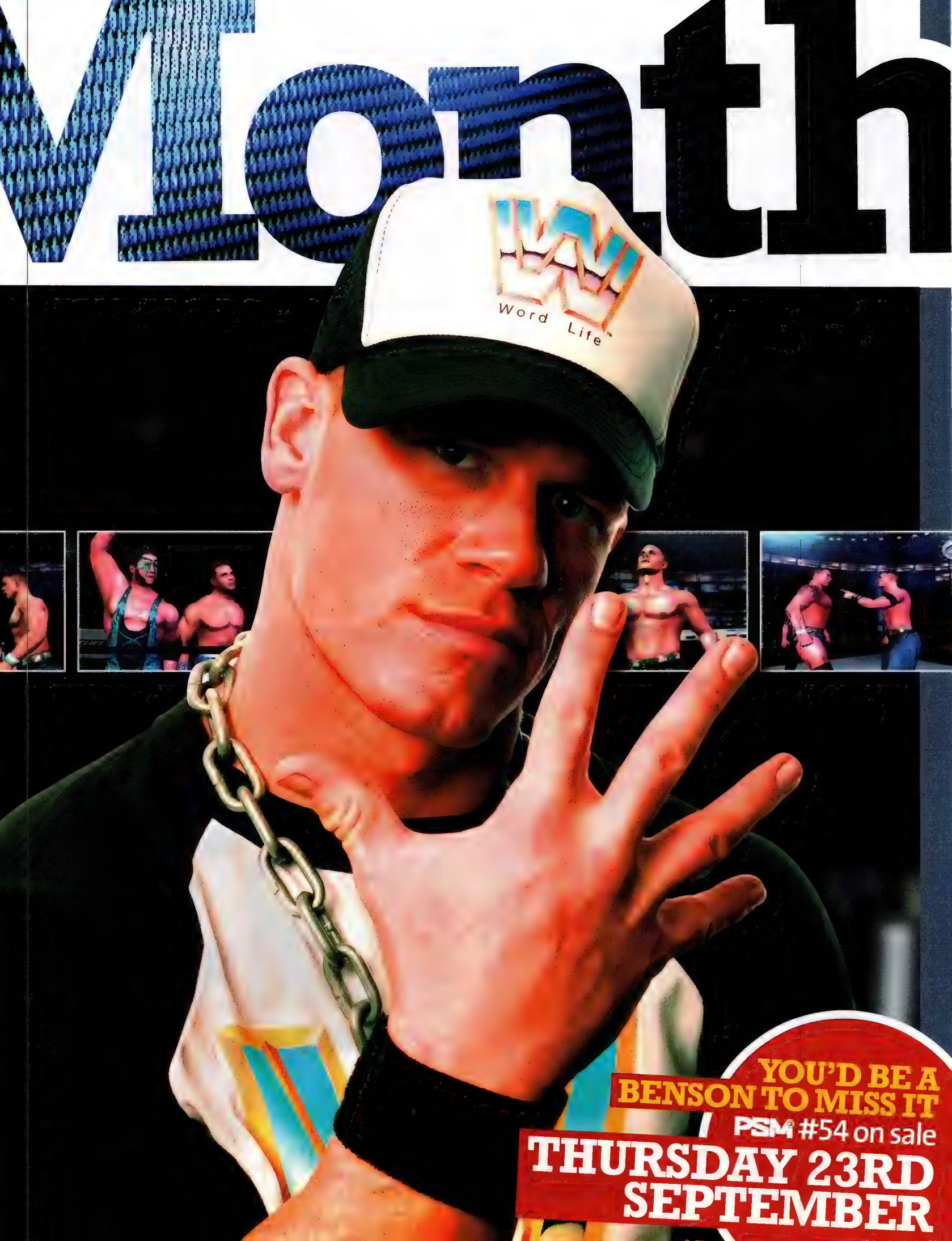
The epic, ground-shaking preview. Only in PSM2.

Month



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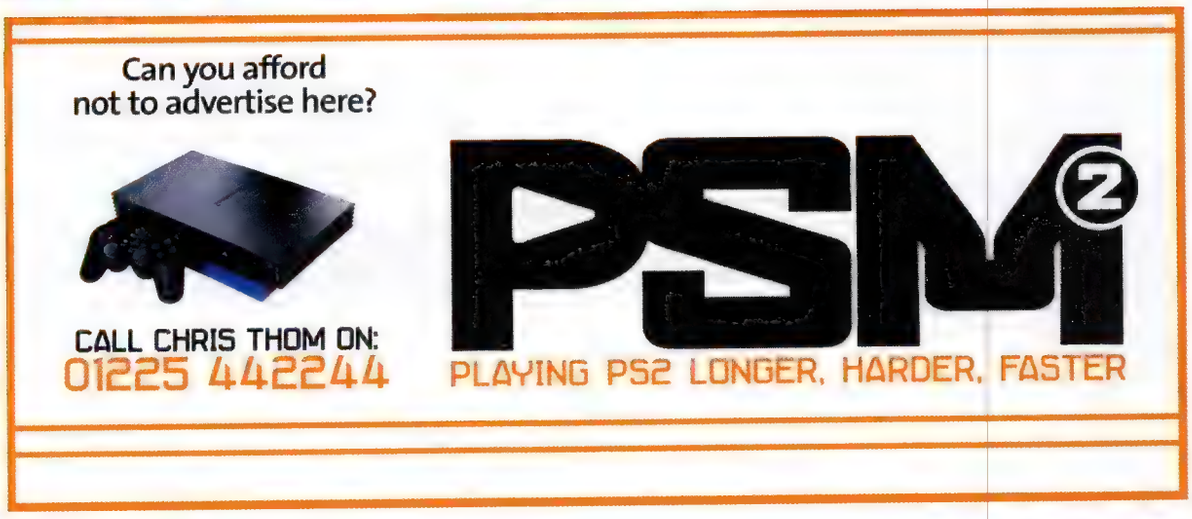
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